



Tournament Rules & By-Rules

INDOOR CRICKET

May 2011

INTRODUCTION

One of Indoor Sports Victoria’s purposes is to develop and supervise ‘Tournaments’ for teams representing its member centres. These ‘Tournaments’ include Vicleague, Superleague, Majorleague, State Championships and other events sanctioned by the ISV Board of Management (‘Board’) from time to time.

To ensure these Tournaments are run fairly and consistently, the Board has authorised a set of ‘By-Rules’ that must be applied where necessary to all Tournaments. This booklet is a compilation of all these By-Rules.

These By-Rules are to be read in conjunction with the current Cricket Australia Official Rules of Indoor Cricket dated February 2011 and contained in Section 1 of this booklet.

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OFFICIAL RULES of INDOOR CRICKET

February 2011 (Reprint)

The Official Rules of Indoor Cricket are sanctioned by Cricket Australia and the World Indoor Cricket Federation.



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FOREWORD

Dear Player,

This book contains the Official Rules of the sport of Indoor Cricket, as endorsed by Cricket Australia, the nationally recognised governing body for the sport.

Indoor Cricket has its origins in Western Australia in the late 1970's. Over the years a number of refinements to rules have been made, and this document lists the nationally accepted rules as at January 2006.

Please take a few moments to look through this book, and keep it handy as you enjoy the game. As with most sports, the rules are very simple, although sometimes a situation requires expert interpretation - and your match umpire is trained to provide exactly that adjudication.

In the event that you and your team do not agree with a decision, your captain may seek a clarification from the umpire - but remember the umpire's job is a difficult one, and their decision is final.

The most important thing to remember is that you are playing a great Aussie game, and the staff at your Indoor Cricket centre want to see you enjoy yourself.

Indoor Cricket offers you many opportunities to develop your skills, from social matches to International games. Whatever your skill level and motivation, you'll find every match to be enjoyable and challenging.

All the best in your Indoor Cricket career and may you and your team enjoy the success your best efforts deserve.

SECTION 1 - RULES OF THE GAME

RULE 1 - FIELDING A TEAM

- A. A game is played between two teams, each with a maximum of 8 players
- B. No team can play with less than 6 players
- C. A scheduled game must proceed if a minimum of 6 players for each team are present
- D. To take part in a match, a player must be able to bat and bowl, except in the case of the Substitutes Rule. [Rule 8]
- E. A team must nominate a captain for each game.

RULE 2 - THE GAME

- A. The game consists of 1 batting and 1 bowling innings per team
- B. Each innings consists of 16 overs. For the purpose of simplicity in this rule book, all references will be to 8 ball overs. For alternative over lengths, refer to Section 4 - Variations
- C. The run deduction for a dismissal will be 5 runs, and other penalties (such as misconduct or uniform penalties) will be 5 runs or multiples of 5 runs
- D. Each player must bowl 2 overs except in the case of the Player Short/ Substitutes/ Injured Players Rule. [Rule 8]
- E. Prior to the start of each over the umpire must be advised of the bowler's name in order for the game to start/resume
- F. A bowler must not bowl 2 consecutive overs. The fielding team will be penalised 5 runs for each over offended
- G. A delivery commences from the moment a bowler (with the ball in their hand) starts their run up and continues until the same time of the next delivery
- H. A batting innings is divided into 4 sections. Each section consists of 4 overs
- I. The batting team bats in pairs with each pair batting for 4 overs.
- J. Upon arrival at the batting crease the batters must inform the umpire of their respective names in order for the game to start/resume
- K. Batters continue batting for the entire 4 overs, whether they are dismissed or not. When a player is dismissed, 5 runs are deducted from their team's score
- L. Batters must change ends at the completion of each over
- M. No batter may bat more than once, except in the case of the Player Short/ Substitutes/ Injured Players Rule. [Rule 8]
- N. A team must not declare an innings closed
- O. The team compiling the higher number of runs will be the winner.

RULE 3 - UNIFORMS

- A. Teams must be dressed as follows:
 - **Tops:** Matching colour shirts (leisure shirt or T-shirt). Teams may combine shirt styles but colours and logos must still be matching
 - **Pants:** Males - long or short sports pants. Females - long or short sports pants, or sports skirts
 - **Jeans** are not permitted

- **Footwear:** Rubber soled sports shoes that will not mark the court surface
 - Players in socks, barefoot or in leather-soled shoes are not permitted
- B. A penalty of 5 runs will be deducted from a team's batting score for every unacceptable item of apparel. The team batting first will have any uniform penalties deducted at the start of the offending player's partnership. The team batting second may have uniform penalties deducted at the commencement of the second innings. Umpires are not to "cancel out" the uniform penalties of one team against another.
 - C. The maximum team penalty for incorrect uniforms in any match will be 20 runs
 - D. Captains may not appeal for uniform penalties after the commencement of the second over of the second innings
 - E. The umpire will be the initial judge of the correctness of a uniform. However, in the event of a dispute, particularly with regard to colour, the duty manager will have the final decision.

RULE 4 - THE TOSS

- A. The umpire or duty manager will toss a coin or token to determine the order of the innings. The umpire or duty manager will advise which team is to call
- B. Teams may negotiate the order of innings prior to the toss with the consent of the umpire or duty manager.

RULE 5 - PLAYING EQUIPMENT

- A. Bats: Must be made of wood with dimensions no larger than 96.5 cm in length and 10.8 cm in width and have a suitable bat grip. If an umpire is not satisfied with the suitability of a bat or bat grip, they should not allow it to be used. Note: Bat grips must be of a non-slip material and in good order
- B. Batting Gloves: A batting glove (which completely covers the hand from the wrist) must be worn on each hand by both batters. If an umpire notices a batter is not wearing two suitable gloves, play must not continue until 2 gloves are worn.
- C. Keeper's Gloves: The wicket keeper has the option to wear 0, 1 or 2 suitable gloves. The gloves may be wicket keeping or batting gloves, or a combination of both. No other style of gloves from other sports are permitted. Keeper's gloves may only be worn by the wicket keeper in the approved area. [See Rule 9D]
- D. Fielding Protection: Players may wear suitable protective equipment when fielding provided the safety of that player and all other players on the court is not compromised. The decision to allow players to use protective equipment rests with the duty manager
- E. Balls: The centre will supply a recognised Indoor Cricket ball for each match. Teams must not supply their own. Any player or team found substituting or deliberately scuffing, gouging, or attempting to reshape the ball will be penalised 10 runs for ball tampering
- F. Protective and other equipment not in immediate use must be placed outside the court until required. Players will be warned to remove unused protective and other equipment. Refusal to do so will result in a 5 run penalty to the offending team

- G. The Stumps will be "Wilkins" style collapsible stumps. The base plate is considered to be part of the stumps
- H. Bails may be wooden or plastic and must be tied to the stumps.

RULE 6 - THE UMPIRE

- A. Before each game, an umpire will be appointed to adjudicate the rules of the game with absolute impartiality
- B. Teams will have no choice in the appointment of the umpire
- C. The umpire may only be changed at the discretion of the duty manager.
- D. The umpire has the right to alter their decision provided it is done promptly
- E. The umpire's ultimate decision during a game is final. No dispute, written or otherwise, will alter the result
- F. The umpire will be the sole judge of fair and unfair play
- G. The captain of the fielding side or the batter at wicket may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.

RULE 7 - ARRIVAL/LATE PLAYER/S

- A. All teams are to be present at the games counter a minimum of 2 minutes prior to the scheduled commencement of their game to do the toss
 - i. Any team failing to arrive on time will forfeit the right to a toss. The non-offending team can choose to field first or wait until the offending team has 6 players present and bat first
 - ii. If both teams are late, the first team to have 6 players present will have the right to choose to bat or field first
- B. All forfeits will be declared at the discretion of the duty manager
 - i. Any player known or expected to arrive late must be nominated by the team captain to the umpire or duty manager and opposition captain prior to the commencement of the game
 - ii. Individual player/s arriving late may take part in the match providing their arrival is before the commencement of the 13th over of the first innings
 - iii. A team captain may ask for the consent of the duty manager to allow a late player to participate after the 13th over of the first innings. This player may not bat or bowl and is regarded as a late player, not a substitute, and may keep wickets if their team is fielding
 - iv. Player/s who arrive late to field, must wait until the end of the over in progress before entering the court
- C. No player obviously under the influence of alcohol will be allowed to take part in, or continue in, a match for safety reasons. The duty manager or umpire must remove any offending player from the game. The player may face further disciplinary action.

RULE 8 - PLAYER SHORT/SUBSTITUTES/INJURED PLAYERS PLAYER SHORT

- A. If a team is 1 player short:

- **When batting:** after 12 overs, the captain of the fielding side will nominate 1 player to bat again in the last 4 overs with the remaining batter
 - **When fielding:** after 14 overs, the captain of the batting side must choose 2 players to bowl the 15th and 16th overs. The non-consecutive over rule still applies.
- B. If a team is 2 players short:
- **When batting:** after 12 overs, the captain of the fielding side will choose 2 players to bat again in the last 4 overs
 - **When fielding:** after 12 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non-consecutive over rule still applies
- C. If a selected player is not available to bat again, a 10 run penalty will apply and another player must be selected. This rule does not apply to a player who has to leave the game early for legitimate reasons provided both captains and the umpire had knowledge of the player's early departure
- D. When a team is reduced to less than 6 players (irrespective of the reason) and a substitute is unavailable, the offending team will forfeit the game. [See Rule 1B]

SUBSTITUTES

- E. A substitute player is one who joins the game, after it has officially commenced, to replace an existing player who is incapable of completing the game due to injury or illness suffered during the game. This may only occur on the approval of the umpire or duty manager
- F. Substitutes only apply to a team's fielding innings. Batters who are unable to complete their allocated overs due to injury or illness are not substituted, but merely replaced by a nominated team member. [See Rule 8M (i)]
- G. A substitute player cannot bat, bowl or wicket keep
- H. A substitute must be in the correct uniform or uniform penalties will apply
- I. A team may not use a substitute pending the late arrival of a nominated player
- J. Once substituted, a player may take no further part in the match.

INJURED PLAYERS

Injuries to players are classified into two categories: players who suffer blood-related injuries and players who suffer non-blood related injuries:

K. Blood Related Injuries

- i. A player suffering a blood related injury must leave the court for further treatment unless any minor bleeding can be contained within a maximum of 2 minutes. The injured player and any medical staff in attendance should ensure that no blood contaminates the court, or its fittings or fixtures
- ii. The injured player must remove and replace any blood-contaminated clothing and wash off any blood on their body before rejoining the game
- iii. Players must leave the court to have any surface blood washed off their body
- iv. A player leaving the court for a blood related injury is entitled to have a "Blood Replacement Player" replace them until the injury has been attended to

- v. If the injured player was fielding and is unable to return to the game, the Blood Replacement Player will continue the game as a Substitute Player
- vi. Any player that leaves the court to attend to a blood related injury must wait until the end of the over in progress before returning to the game
- vii. The injured player must receive a clearance from the umpire before rejoining the game
- viii. A Blood Replacement Player cannot bat, bowl or wicket keep.

L. Non Blood Related Injuries

- i. Players who suffer non-blood related injuries will be entitled to a maximum of 2 minutes to attend to their injuries
- ii. After this time, if the player is not able to recommence play, the umpire will ask the player to leave the court to recover from their injuries
- iii. A player may return to the game after they have recovered from their injuries, provided they have not been substituted
- iv. Any player that leaves the court to attend to an injury must wait until the end of the over in progress before returning to the game
- v. Any substitute who replaces an injured player cannot bat, bowl or wicket keep.

M. Replacing injured players

In the case of a blood or non-blood related injury, the following conditions will apply if a player has to leave the court:

- i. When batting: If a batter is injured, the captain of the fielding side will nominate 1 player from the batting team to complete the injured batter's remaining overs
- ii. When fielding: If a bowler is injured during their 1st over, 1 player is to be nominated to complete the over. The incapacitated player's 2nd over will be bowled after the 12th over and the same or another player may be chosen by the opposing captain. The non-consecutive over rule applies in both scenarios
- iii. An injured player may be guided by the opinion of a medical official, if in attendance, to leave the court for further treatment.

RULE 9 - FIELD PLACEMENT

A. Fielders Per Half Court

The court is divided into two halves with the dividing line being the non-striker's running crease. No more than 4 fielders may be in either half of the court from the moment the bowler commences their run up until the ball leaves the bowler's hand. On the line is considered in the other half. If this rule is contravened, the umpire will call "No Ball".

B. Fielders on Pitch

With the exception of the bowler, no fielder (including a wicket keeper), can move on or extend over the pitch from the commencement of the bowler's run up until the ball is played at by the batter or passes the striker's wickets. If this rule is contravened, the umpire will call "No Ball"

C. Exclusion Zone

An Exclusion Zone will be marked in an arc extending at a radius of 3 metres from

the batting crease. No fielder can move on or extend over the Exclusion Zone from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting in position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball"

D. Wicket Keeper

- i. A fielder is classified as a wicket keeper if they take up position behind the stumps at the striker's end in the area designated for the wicket keeper
- ii. The area designated for the wicket keeper is between the imaginary lines extending along the extremities of the pitch to the back net and the line running at right angles through the stumps at the striker's end. (See diagram on court layout)
- iii. The wicket keeper must take up a position with both feet wholly inside the designated area and cannot move out of that area until the ball leaves the bowler's hand. If this rule is contravened, the umpire will call "No Ball"
- iv. A wicket keeper may move into the Exclusion Zone after the ball has been bowled provided they are legitimately getting into position to field the ball, and they do not pass forward of the imaginary line through the stumps. If this rule is contravened, the umpire will call "No Ball"
- v. The wicket keeper cannot take the ball either in front of or from the side of the wickets, unless the ball strikes the batter's body or equipment. If this rule is contravened, the umpire will call "No Ball"
- vi. The wearing of gloves by the wicket keeper is optional. [See Rule 5C]
- vii. A wicket keeper is optional.

RULE 10 - PLAY BALL/LIVE BALL/DEAD BALL

PLAY BALL/LIVE BALL

- A. The game commences once the players take up their positions and the umpire calls "Play"
- B. The ball remains "live" throughout the over unless the umpire calls "Dead Ball", "Over" or a wicket falls
- C. Play cannot recommence after the fall of a wicket or a call of "Dead Ball" or before the start of a new over, until the umpire calls "Play"
- D. It is the batter's responsibility to have taken strike when the bowler is ready to bowl provided the batter has been given reasonable time to do so. The umpire will be the sole judge of what is "reasonable time".

DEAD BALL

There are several types of Dead Balls. Each type has different qualities.

- E. **These are "Automatic" Dead Balls.** No bonus or physical runs can be scored or wickets lost. The ball must be rebowled
 - i. The bails are off either set of stumps when the bowler commences their run up

- ii. Any ball that leaves the court, except a ball leaving the court as a result of an attempted run out by a fielder.
 - iii. Any ball, after being struck by the batter that lodges in the net or corner conduit. The original batter must face the rebowled delivery
 - iv. The bowler attempts an illegal mankad. The batting side will receive 2 runs for the "No Ball". [See Rules 17F(iv) & (v)]
- F. **These are "Discretionary" Dead Balls.** The decision to have the ball rebowled or to allow runs scored or to apply penalties for wickets taken will be at the discretion of the umpire
- i. An injury to a player
 - ii. The batter did not have enough time to take strike before the bowler delivers the ball
 - iii. The bat accidentally leaves the batter's hands as a result of playing a shot at the ball.
- G. **These are "Special Case" Dead Balls.** The ball is not rebowled.
- i. The ball after being bowled hits a fielder. A special call of "No Ball, Dead Ball" is made and the batters will receive 2 runs
 - ii. The ball leaves the court as a result of an attempted run out by a fielder. The score (net zone and physical runs) made up until when the ball leaves the court will count
 - iii. A ball, when bowled, hits the top or side net. The umpire will call "No Ball, Dead Ball" and the batters will receive 2 runs
 - iv. A wicket falls, excluding a mankad
 - v. The umpire calls "Over"
 - vi. The captain of the fielding team or the batters at the wicket are permitted to request a "Dead Ball" under the following conditions: player injury; ruling; score clarification or clothing adjustment. Requests may be made verbally or by signal, as per the umpire's signal.

Note: If the umpire is required to intervene during a dispute for unfair play, the ball is automatically dead from the time of intervention until "Play" is called. The ball is dead whether or not the umpire calls "Dead Ball". No runs can be scored or wickets taken during the intervention. However, the result prior to the intervention will stand.

RULE 11 - SCORING

- A. Runs may be scored as follows:
- i. When both batters cross between the batting crease and the non-striker's crease, and make good their ground, 1 run is scored. This run is referred to as a "physical run". Physical runs can be attempted at any time the ball is live
 - ii. Bonus runs as defined in Rule 11A(iii), A(vi), B(i), B(iv) and E will only be scored if the batters successfully make a physical run as described in Rule 11A(i)
 - iii. Bonus net runs are scored when a batter hits the ball with the bat or the hand/s holding the bat into perimeter netting. This includes balls unintentionally

deflected off the bat or batter's hand/s holding the bat onto protective equipment, deflected by fielders and unintentionally deflected from the non-striker's body or equipment. The following bonus net runs will apply

ZONE A (FRONT NET)	0 RUNS
ZONE B (SIDE NET)	1 RUN
ZONE C (SIDE NET)	2 RUNS
ZONE D (BACK NET)	4 RUNS ON BOUNCE
ZONE D (BACK NET)	6 RUNS ON FULL
ZONE B OR C ONTO ZONE D	3 RUNS

Refer to the diagram at Section 2 - A.I.C.F. Standards – (see page 34).

The scoring zone that the ball strikes first will count with the exception of a ball coming off Zone B or C onto Zone D

The top net is neutral. A ball hit via the top net onto the Zone D net on the full scores 6 bonus runs for the batting side.

- iv. When a fielder causes an overthrow, (additional) physical runs will be scored when the batters cross between the batting crease and the non-striker's crease and make good their ground. An "overthrow" results from the deliberate effort of a fielder throwing, flicking, slapping or kicking the ball in an attempt to strike the wicket and cause a run out
- v. The batting team will be credited with a 2 run penalty for a "No Ball", "Wide" or "Legside"
- vi. If the batter hits a "No Ball" into a scoring zone, the zone score will be added to the 2 run penalty provided the batters also complete a physical run
- vii. Any physical runs made off a "Wide" or "Legside" will be added to the 2 run penalty.

B. Reasonable Control

- i. If an umpire believes the fielder does not have "reasonable control" of the ball whilst attempting to run out the batter, and it hits a scoring zone, the relevant bonus runs will apply
- ii. Reasonable control may be defined as the fielder noticeably changing the direction of the ball from its original path to the direction of the intended target wickets. Flicking, slapping and kicking the ball fall within this definition
- iii. Any scoring zones struck as a result of a reasonably controlled attempt will not result in bonus runs being scored. If the umpire is uncertain that the ball was reasonably controlled, the scoring zone score will count
- iv. A ball deflected by a fielder into a scoring zone after the ball has been hit by the striker's bat or the hand/s holding the bat, will score the relevant zone score. [See Rule 11A(iii)]

- C. Balls deflected into scoring zones off the batter's body (such as the leg) where no contact has been made with the bat will not score bonus runs. Only physical runs may be scored
- D. If a batter is given "out", the batting team will lose 5 runs. Any runs scored off that delivery up until the time of dismissal will not count
- E. Where a ball strikes a zone scoring tape or corner conduit, the higher zone score will count
- F. In case of a scoreboard error, the scoreboard will be assumed to be correct unless the captain of the fielding team or either batter on the court queries the score before the commencement of a new over. Or before the players leave the court in the case of the last over of each innings.

RULE 12 - NO BALL

- A. "No Ball" will be called when:
 - i. The ball is thrown, not bowled. If the umpire is not totally satisfied with the fairness of the delivery, "No Ball" will be called at the moment of delivery.
 - ii. Note: As a guide, the bowler's delivery arm should remain straight during the delivery action. However if the elbow remains bent throughout the delivery action, this may also be a fair delivery. An illegal bowling action would be where the bowler's delivery arm changes from straight to bent or vice versa during the delivery action.
 - iii. Any part of the bowler's front foot is not grounded inside the return crease and behind the popping crease at the moment of delivery. Note: Any part of the front foot on the line is a "No Ball".
 - iv. If any part of the ball, when bowled underarm, pitches on or before the underarm line.
 - v. There are more than 4 fielders in either half of the court from the commencement of the bowler's run up until the ball is delivered. [See Rule 9A]
 - vi. A wicket keeper moves outside their designated area before the ball leaves the bowler's hand. Or takes the ball in front or from the side of the stumps, unless the ball strikes the batter's body or equipment. [See Rules 9D(iii) & (v)]
 - vii. A fielder, other than the wicket keeper, has any part of their body in the wicket keeper's area or exclusion zone until the ball is played at by the striker or passes the striker's wickets. [See Rules 9C & 9D(i)]
 - viii. A bowler changes style of bowling (i.e. overarm to underarm, left arm to right arm or vice versa) or changes sides of the wicket (i.e. from over to around or vice versa) without first informing the umpire. [See Rule 14]
 - ix. The bowler depresses the net and/or the net protection in Zones D or C with any part of their body during the course of their run up.
 - x. The ball, when bowled, passes over or would have passed over the striker's front shoulder, either on the full or bounce, when the striker is in a normal stationary batting stance at the time of the bowler's delivery stride. This is regardless of the ball hitting the striker's bat or body. A striker must have part

of their back foot behind the batting crease when the ball passes or would have passed the batting crease to be entitled to the call of "No Ball" under this rule.

The back foot need not necessarily be grounded behind the batting crease.

Note: The umpire may regard an exaggerated batting stance in the crouched position as unfair play.

- xi. Any part of the ball, when bowled, initially lands off the pitch before reaching the batting crease.
 - xii. A mankad is illegally attempted. The umpire will call "No Ball, Dead Ball". The ball will not count as part of the over and 2 runs will be added to the batting team's score. [See Rule 17F(iv)]
 - xiii. When a bowler makes more than 2 unsuccessful mankad attempts in any one over, the 3rd unsuccessful attempt will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score. [See Rule 17F(v)]
 - xiv. The ball, after being bowled, hits the top or side net before reaching the batter. The umpire will call "No Ball, Dead Ball". The ball will not be rebowled and 2 runs will be credited to the batting team's score.
 - xv. A fielder (with the exception of the bowler) moves onto or extends over the pitch from the commencement of the bowler's run up until the ball is played at by the striker or passes the striker's wickets. [See Rule 9B]
- B. A batter can be given "out" off a "No Ball" in any of the following circumstances:
- i. If the ball is hit twice other than to protect the wickets. [See Rule 17G(iii)]
 - ii. If either batter deliberately interferes with the fielding team. [See Rule 17G(ii)]
 - iii. If in attempting a run, either batter is run out. [See Rule 17C(ii)]
 - iv. If the striker is run out by the wicket keeper. [See Rule 17C(i)(c)]
- C. Any batter dismissed off a "No Ball" will be penalised 5 runs. The 2 run bonus for the "No Ball" is negated by the dismissal.
- i. A "No Ball" is included as part of an over except in the last over of the innings.
 - ii. Any "No Ball" bowled in the last over of an innings may be rebowled at the batter's discretion. The umpire must ask the batters immediately if the ball is to be rebowled. The batters must decide before the next ball is bowled. Any penalties, runs or wickets resulting from the "No Ball" delivery will count regardless of whether the ball is rebowled or not.
 - iii. A "No Ball" incurs a penalty of 2 runs, which is added to the batting pair's score. Runs scored by hitting any net zone and/or physical runs are also added to the score. [See Rule 11A (vi)]

RULE 13 - WIDE AND LEGSIDE WIDE BALLS

- A. A "Wide" will be called when: any part of the ball passes on the striker's off-side, outside the intersection of the batting crease and the edge of the pitch, without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Wide"

- B. A "Legside" wide will be called when any part of the ball passes outside the intersection of the batting crease and the legside line without being touched by the striker's body or equipment. Any part of the ball passing on the line will be deemed "Legside". A ball passing between the batter and the stumps is not a legside wide
- C. For the purpose of identification, the edge of the pitch will be taken as the offside line, and the point 45cm from the centre stump will be taken as the legside line
- D. Batters may be dismissed by all forms of dismissal when a "Wide" or "Legside" is bowled, bearing in mind that if a ball is struck by the striker's body or equipment, it is no longer a "Wide" or "Legside"
- E. The penalty for a "Wide" or "Legside" is 2 runs, which will be added to the batting pair's score, plus any additional physical runs scored. [See Rule 11A vii]
- F. A batter dismissed off a "Wide" or "Legside" will be penalised 5 runs. The 2 run bonus for the "Wide" or "Legside" is negated by the dismissal
- G. A "Wide" or "Legside" counts as part of the over, except in the last over of either innings
- H. All "Wides" or "Legsides" bowled in the last over of an innings may be rebowled at the batter's discretion. The umpire must immediately ask the batters if the ball is to be rebowled. The batters must decide before the next delivery is bowled. All scores, penalties or wickets from the "Wide" or "Legside" delivery will count regardless of whether the ball is rebowled or not.

RULE 14 - BOWLER CHANGING DIRECTION/STYLE

- A. A bowler must advise the umpire if they intend to change their bowling style such as overarm to underarm, left arm to right arm or vice versa. Or sides of the wicket such as over the wicket to around the wicket or vice versa
- B. The umpire must use the correct hand signal to indicate to the bowler that their change of bowling style/direction has been noticed. The onus is on the fielding team to ensure that the umpire is aware of the bowling change
- C. When a bowler changes direction or style, the change is to both batters unless a difference is advised
- D. The umpire must advise both batters of the change and only one advice need be given unless there is a further change
- E. "No Ball" will be called if a bowler contravenes this rule.

RULE 15 - BALL LEAVING THE PLAYING AREA

- A. Any ball, when bowled, that leaves the playing area or lodges in the net or corner conduit as a result of being hit by the striker, will be called "Dead Ball" by the umpire and will be rebowled. This includes balls coming off the striker's bat onto the non-striker or fielders prior to leaving the playing area. No runs will count and the original striker must face the rebowled ball
- B. Any ball, when bowled, that leaves the playing area without being touched by the batter or the fielding side will be called "Dead Ball" by the umpire and rebowled
- C. Any ball that leaves the playing area as a result of an attempted run out by a fielder will be called "Dead Ball" by the umpire. All runs made off the ball, prior to it leaving

the court, will count. Batters must have crossed to be eligible to score a physical run. The ball will not be rebowled.

RULE 16 - APPEALS FOR DISMISSALS

- A. The umpire will not give a batter out unless a fielder appeals
- B. An appeal must be made prior to the next ball being bowled
- C. An appeal will cover all methods of a dismissal.

RULE 17 - DISMISSALS

The striking batter will retain the strike, after being dismissed, unless the batters have crossed prior to the dismissal. A batter who is "bowled", "stumped" or "leg before wicket" will face the next delivery except when the wicket falls on the last ball of the over. A batter can be given "out" for any of the following dismissals:

- A. **Bowled:** If the wickets are struck by the ball, including coming from the batter's body or equipment, and at least one of the bails is completely and permanently removed from a stump. Note: The base plate of the stumps is considered to be part of the wickets.
- B. **Caught:** If a ball, coming from the striker's bat or their hand/s holding the bat, is caught before it touches the ground. The striker will also be out "caught" should the ball pass from the bat onto the striker's body, or vice versa, before being caught.
 - i. A catch may be taken off all perimeter netting except: a direct hit on the full to Zone D (6 runs); any deflection off the top net onto Zone D on the full or any ball deflected from a non-striker or fielder's body directly onto Zone D on the full. The striker will be "not out" and will score 6 bonus runs provided a physical run is made.
 - ii. The striker will be out "caught" if a ball is hit into the side netting (Zones B or C) before passing onto the back net (Zone D) and is caught without touching the ground.
 - iii. The striker will be out "caught" should a ball hit the non-striker and then be caught before touching the ground.
 - iv. The striker will be given out "caught" if the ball is caught after it has come from their bat or the hand/s holding the bat and then deflected onto their protective equipment or vice versa.
 - v. A batter will be "not out" if the ball came from the bottom wire supporting the net.
- C. **Stumped & Run Out:** The difference between "run out" and "stumped" is that in the case of a run out, a batter is attempting to make a run. Whilst in the case of a stumping, the batter is stranded out of their crease after playing a shot and is attempting to regain their batting crease.
 - i. **Stumped.** A batter is stumped when the wicket keeper legally removes the bail/s before the striker (who has advanced down the pitch) is able to get any part of their bat or body grounded inside their crease. The wicket keeper may use the hand/s or the forearm of the hand/s holding the ball or as a result of the

ball rebounding directly from the keeper's body onto the stumps to effect a stumping.

- a. If the wicket keeper attempts to take the ball either in front of, or from the side of the wickets, with the exception of the ball striking the batter's body or equipment, the umpire will call "No Ball". [See Rule 9D(v)]
- b. The striker cannot be stumped off a "No Ball".
- c. The striker can be given "Run Out" off a No Ball, by the wicket keeper, if in the opinion of the umpire the striker did not make an immediate and deliberate attempt to regain their crease.
- d. On the line is out.
- e. Only a wicket keeper can "Stump" a batter.

ii. Run out:

- a. A batter is run out when they are out of their crease, while the ball is "live", and the bails are dislodged by the ball held by or coming directly from a fielder, before any part of the batter's body or equipment is grounded behind the line of the appropriate crease.
- b. A fielder is able to run out a batter with either their hand/s or the forearm of their hand/s holding the ball, provided the ball is retained in the hand when they completely remove the bail/s from the wickets.
- c. Either batter can be run out off a "No Ball" as per the conditions described in Rule 17C(ii)(a).
- d. A batter will not be given out if the stumps are hit but the bails do not completely dislodge before the batter makes it into their crease.
- e. A batter will be given not out if the ball breaks the wicket after coming directly from a net. Conversely, a batter will be "out" should the ball, having come from a net, be touched by a member of the fielding side before breaking the wicket.
- f. The stumps, when standing, are always "live" irrespective of the bail/s having been removed during the current delivery. In this situation with the ball being live, the fielding side need only hit an upright stump with the ball or the hand/s holding the ball to attempt a run out.
- g. The stumps, when standing, must have some part of their base in their normal court position to enable a wicket to be taken.
- h. If the stumps are lying off their base on the ground, the fielding side must re-stand the stumps upright with some part of the base in its normal court position. The fielding side need only hit an upright stump with the ball or the hand/s holding the ball to attempt a run out.
- i. On the line is "out".
- j. The base plate is considered to be part of the stumps. A batter will be adjudged "out" if the bail/s are dislodged as a result of the ball hitting the baseplate.

D. L.B.W.: If the ball hits the striker's body and the striker has made no attempt to hit the ball, the batter will be adjudged leg before wicket (LBW) if, in the opinion of the umpire, the ball would have struck the stumps.

- E. **Hit Wicket:** The striker will be out "Hit Wicket" if their body or equipment breaks the stumps whilst either playing the ball or immediately setting off for the first run after playing the ball. The baseplate of the stumps is considered to be part of the stumps. A batter is not out should they break the stumps whilst trying to regain their crease or complete a run.
- F. **Mankad:** The non-striker will be given out "Mankad" if they leave their crease prior to the delivery of the ball and the bowler completes a delivery action then breaks the stumps with the hand holding the ball.
- i. A mankad attempt does not have to be in one continuous motion but the ball must remain in the bowler's delivery hand throughout the mankad attempt.
 - ii. The bowler must have the ball at the commencement of their delivery stride.
 - iii. A legitimate mankad dismissal or unsuccessful attempt does not count as part of the over.
 - iv. If a bowler, whilst attempting a mankad, releases the ball during the delivery action towards the non-striker's stumps, the umpire will call "No Ball, Dead Ball". This delivery will not count as part of the over and incurs the "No Ball" penalty. The umpire must call "Play" to re-commence the game.
 - v. When a bowler makes more than 2 unsuccessful mankad attempts in any one over, the third unsuccessful attempt will be called "No Ball, Dead Ball". The ball will not be counted as part of the over and 2 runs will be credited to the batting team's score.
 - vi. Any mankad attempt where the bails are not removed is still considered an unsuccessful mankad attempt.
 - vii. Where an umpire considers the bowler is wasting time rather than attempting a legitimate mankad, the bowler may be warned for time wasting and subsequently penalised 5 runs for misconduct if the action is repeated.
 - viii. If the mankad attempt is successful, the ball does not count as part of the over and does not affect the score off the previous or following delivery.

G. **Interference:** [See Rule 18]

A batter can be given out for interference:

- i. If either batter deliberately interferes with the ball whilst it is in play.
- ii. If either batter deliberately obstructs or interferes with any member of the fielding team, bearing in mind that the fielder has the right of way provided they are legitimately fielding the ball. Note: Even if they are running in a straight line between the batting creases, it is the batter's responsibility to avoid fielders.
- iii. If the ball is struck or stopped by the striker more than once except when preventing the ball from hitting the stumps. This prevention may only be done with the bat or body but not with the hands. No runs may be scored as a direct result of such action. Any attempt to do so would be interference.

Note: Should any player deliberately endanger an opponent's safety, irrespective of the right of way provisions, they will be dealt with under the Misconduct Rule. [See Rule 19]

H. Third Ball:

- i. Should the score remain unchanged after two deliveries, the umpire will call "Third Ball". This call must be made prior to the commencement of the next delivery. On the next delivery, the score must change or a dismissal will be recorded against the striker. Should the score be advanced in any way, or a dismissal occurs (including a mankad), the Third Ball count will restart from the commencement of the next delivery.
- ii. In the event an umpire fails to call "Third Ball", it will be the responsibility of the captain of the fielding side to clarify the situation prior to the commencement of the next delivery. Should both the umpire and the fielding team fail to recognise the Third Ball situation, the following ball (the fourth ball) will then be called Third Ball if the score did not change from the delivery just completed.
- iii. Regardless of when they occur in a batting partnership (of four overs), if two consecutive deliveries are scoreless, the Third Ball rule will apply to the next delivery. However, the Third Ball rule will not carry over from one batting partnership to the next.
- iv. After a call of "Third Ball", once the non-striker leaves their crease, unless a Legside, Wide or a No-Ball is bowled, or the striker is dismissed, they must run towards the striker's crease in a continuous motion. Note: The non-striker is not required to run at the instant that the ball is released by the bowler.
- v. If the non-striker stops and/or attempts to return to their original crease, the umpire will give the striker out, "Third Ball".
- vi. If the non-striker makes no clear attempt to make a physical run, the umpire will give the striker out, "Third Ball".
- vii. Provided the non-striker complies with 17H(iv) the onus will be on the fielding team to affect a run out.

Notes:

1. When a player is given out "Third Ball", the ball is dead
2. The dismissal is recorded against the striker
3. A striker cannot be given out "Third Ball" if the umpire does not call "Third Ball" prior to the delivery.

RULE 18 - INTERFERENCE [See Rule 17G]

- A. Batters must not have their running path unfairly impeded. Batters are not to be given out and all runs will count if their running path has been unfairly impeded. The fielding team will be issued a warning for unfair play. A second occurrence may result in a 5 run penalty
- B. The fielder has right of way provided they are legitimately fielding the ball
- C. A player may not be guilty of obstruction if they do not move
- D. If the ball is bowled, then deliberately fielded prior to the batter having the opportunity to hit the ball, the fielding team will be penalised 5 runs for unfair play and the ball will be re-bowled

- E. The non-striker cannot impede the normal run up or follow through of a bowler. This will be deemed unfair play and the umpire will warn the non-striker to move. Refusal to heed the warning will result in a 5 run penalty

RULE 19 - MISCONDUCT

- A. Any player misconduct may incur a run penalty
- B. Umpires must use their discretion when determining if run penalties are warranted for misconduct. Players may be warned prior to being penalised, but this is not a prerequisite
- C. Any act of misconduct may result in the player/s being ordered off the court by the umpire. [See Rule 20]
- D. The maximum penalty for any single rule violation is 5 runs. The penalty for misconduct related violations can range in multiples of 5 to a maximum of 20, depending on the severity of the violation
- E. Any of the following may constitute misconduct:
 - i. Dangerous or unduly rough play
 - ii. Swearing by any player that the umpire considers can be heard by spectators outside the court
 - iii. Swearing or making obscene gestures at or about the umpire or another player
 - iv. Deliberate physical contact or fighting
 - v. Unfair play [See Rule 19G]
 - vi. Spitting
 - vii. Sledging (such as harassment, gestures, words or actions which may interrupt the concentration of an opponent)
 - viii. Mistreatment of equipment (such as bats, nets, carpets, stumps or balls)
 - ix. Deliberate time wasting
 - x. Any player deliberately stepping on or excessively jumping into the nets
 - xi. Disputing or arguing with the umpire

Note: The captain of the fielding side or the batter on the court may query an umpire's decision. Once the umpire has replied, any further talking to, at or about the umpire, or their decision, may be penalised.
- F. Any player or team found substituting or deliberately scuffing, gouging or attempting to reshape the ball will be penalised 10 runs for ball tampering.
- G. Unfair Play can be defined as actions taken outside the spirit of the game to create an unfair advantage over an opponent. Any of the following would be considered unfair play:
 - i. A fielder pretending to have the ball in order for the wicket keeper to run out a batter who may stray outside their crease
 - ii. A wicket keeper clicking their fingers to simulate a ball striking the edge of a bat
 - iii. Undue noise and movement during a bowler's delivery
 - iv. Unnecessarily slowing down play
 - v. Strikers, after missing a delivery, deliberately trying to prevent a wicket keeper from throwing the ball to the receiver

- vi. Ball tampering.
- H. Any player incurring 2 misconduct penalties for any reason must be ordered off the court for the rest of the game by the umpire. [See Rule 20]
- I. Any game may be stopped and awarded to the opposition, or cancelled, should infringements of the above nature escalate to the point where either captain has lost control of their players. No game may be called off without consultation with the duty manager.

RULE 20 - ORDER OFF

- A. Umpires must order off:
 - i. Any player whose conduct is extreme (such as striking or threatening behaviour)
 - ii. Any player who has been the cause of 2 separate run penalties for misconduct being awarded against their team. [See Rule 19H]
- B. The umpire is the sole judge of what constitutes extreme misconduct
- C. A player ordered off the court will take no further part in the game
- D. A player ordered off the court will not be replaced. Teams are to revert to the Player Short Rule for batting and bowling. [See Rule 8]

RULE 21 - ILLEGAL COURT ENTRY/EXIT

A. Illegal Court Entry

- i. Any player, other than the 2 batters and the maximum of 8 fielders permitted on the court, who enters the court during a game without permission being given from an umpire, can be ordered off and refused further participation in the game
Note: Common sense should be applied in circumstances such as when a player is injured and requires immediate attention
- ii. The player/s may be subject to further disciplinary action by the duty manager if additional misconduct occurs
- iii. Any assisting player/s or first aider will be subject to Rule 19 Misconduct if they engage in any unnecessary behaviour towards the opposition.

B. Illegal Court Exit

- i. Any player who leaves the court during a game must request permission from the umpire and provide a legitimate reason before being allowed to leave
- ii. Any player leaving the court without permission may be refused any further participation in the game. Note: If sufficient players violate this rule, the game may be forfeited.

RULE 22 - RUNNERS

- A. Runners are not permitted except for players with a permanent disability
- B. Runners can only be permitted with the consent and at the discretion of the duty manager
- C. Runners must be in uniform, wear 2 gloves and carry a bat

- D. Runners must stand behind the striker's crease until the striker has either played at the ball or the ball has passed the batting crease. If this rule is infringed, no runs will be scored and the batter will be penalised 5 runs for unfair play. This violation is not subject to the order off rule. [Rule 20]
- E. When not on strike the batter with a permanent disability should, where possible, stand near Zone A to the leg side of the striker
- F. After playing the ball, the batter with a permanent disability should make a reasonable effort to prevent obstructing any fielder who is legitimately fielding the ball
- G. The disabled batter will be given out "stumped" or "run out" if either they or their runner are out of their crease and are legitimately dismissed by a fielder

RULE 23 - END OF OVER/GAME

- A. An over is completed when off the last legal delivery:
 - i. The ball is fielded and held over either set of stumps whilst at least 1 batter is in their crease and the umpire calls "Over"
 - ii. All players on the court regard the ball as being "Dead" because no further play is possible
 - iii. A wicket falls, excluding a mankad, and the umpire calls "Over".
- B. The umpire will end the match by calling "Game" after all of the prescribed overs have been bowled.
- C. No run penalties may be imposed after the umpire calls "Game".
- D. Any misconduct occurring after "Game" has been called should be referred to the duty manager for possible further action.

RULE 24 - MIXED GAMES

All rules apply to Mixed Games except where they conflict with the following By-Rules.

BY-RULE 1 - Fielding a Team [Rule 1]

There can be no more than 4 males or 4 females in any one team. A team must have a minimum of 2 males and 2 females, and have at least 6 players in the team, to start a game.

BY-RULE 2 - The Game [Rule 2]

- A. Bowling sequence: the captain must bowl male and female players alternately. The fielding captain will determine whether a male or female bowler commences the 1st over.
- B. Batting pairs: A male and female must bat together.

BY-RULE 3 - Player Short [Rule 8]

- A. If a team is player/s short, they can only be replaced by other player/s of the same sex. Females are not permitted to fill in for males and vice versa.
- B. When a team plays short, the male/female batting pairs and bowling sequence must be maintained.
 - i. If a team is 1 player short, a player of the missing sex must be selected by the opposition captain after the 12th over to bat for the remaining 4 overs, or bowl 2 of the remaining 4 overs.

- ii. If a team is both a male and a female player short, the opposition captain must select a male and a female player after the 12th over to bat the last 4 overs, or bowl 2 overs each of the last 4 overs.
- iii. If a team is 2 players short of the same sex, the remaining pair of the same sex must alternate their respective batting and bowling overs.

BY-RULE 4 - Field Placement/Intimidatory Play [Rule 9]

A. Fielding

- i. Excessively close-in fielding and rushing tactics that in the umpire's opinion intimidate the female striker, will be penalised by the call of "No Ball". No warning is required
- ii. There are no restrictions on the court placement of males or females when fielding provided the conditions of Rule 9A are satisfied.

B. Bowling

Males are not permitted to bowl in a manner that intimidates the female striker. This includes fast bowling, short pitch bowling and any delivery that spins excessively and which, in the umpire's opinion, is beyond the capabilities of the female striker.

C. Batting

The umpire is to call "No Score", at the completion of play on that delivery, against strikers who hit the ball excessively hard thereby endangering the safety of a fielder. The delivery will not be rebowled. All forms of dismissal will still count.

BY-RULE 5 - Back Net

Either batter (male or female) will be given "out" if they are caught from a direct hit (on the full) to the "6" net (Zone D).

BY-RULE 6 - Substitutes [Rule 8]

When a team utilises the Substitute Rule or Player Short Rule during a mixed game, the replacement must be a player of the same sex.

BY RULE 7 - Equipment

All mixed games will be played using indoor cricket bats approved by CA.

SECTION 2 - CA STANDARDS

1. COURT LAYOUT AND DIMENSIONS

- A. The pitch is the area between both sets of stumps, the bowling return creases and the offside lines at the striker's end.
- B. The stumps will be of equal and sufficient width to prevent the ball from passing through them. The top of the stumps will be 71.1cms above the floor.
- C. A wicket line will be marked in line with the stumps at each end, and will be 1.83 metres in width at the batting end and 2.47 metres at the bowling end, with the stumps in the centre, and the middle stumps will be 20 metres apart.
- D. The popping crease will be in front of, and parallel with, the wicket lines at both ends. It will have its back edge 1.22 metres from the centre of the stumps. At the striker's end, it will extend from one side of the court to the other and will be called the batting crease. At the bowler's end, it will be the line extending between the return creases and will be called the bowler's crease or the front foot line.
- E. The return creases at the bowler's end will be lines at right angles to the bowling crease to the line of the wickets. The return creases will be marked 1.22 metres from the middle stump on the line of the wicket. The return creases may be considered to extend back from the line of the stumps indefinitely for the purpose of adjudication.
- F. The running crease (or non-striking batter's crease), which is the edge of the crease marking nearest the bowling end, will be parallel to the popping crease and extend from one side of the court to the other. The distance between the running crease and the batting crease will be 11 metres.
- G. The court must be no less than 28 metres and no more than 30 metres in length, and no less than 10.5 metres and no more than 12 metres in width, with the height being no less than 4 metres and no more than 4.5 metres.
- H. The legside lines are to be positioned with the inside edge 45cms from the middle stump. The legside lines should extend a minimum of 15cms at right angles to the batting crease. The offside or wide lines are to be positioned with the inside edge 90cms from the centre stump.
- I. A fielding Exclusion Zone will be marked in an arc extending from the centre of the batting crease at a radius of 3 metres. [See Diagram below]
- J. The underarm line is marked across the pitch 7 metres from the striker's stumps.
- K. All lines will be marked at a thickness of 55mm.

2. EQUIPMENT

- A. Two sets of stumps, each 22.86cms wide, and consisting of 3 stumps with 2 bails upon the top, will be pitched opposite and parallel to each other at a distance of 20 metres. Wickets will be "Wilkins" style.
- B. The bails will be 11.1cms in length, and when in position will not extend more than 1.3cms above the stumps. Bails may be wooden or plastic.

SECTION 3 - MANAGEMENT PROCEDURES

1. GAME FEES

- A. No game will commence until full game fees have been paid by both teams, unless previously approved by the duty manager.
- B. Full game fees must be paid, even if a team is short of players. Team penalties for non-payment of game fees may apply at the discretion of the duty manager.

2. LATE STARTS

- A. Generally, the start of the game will only be delayed by a period of time set by the duty manager. Failure to arrive by this time may result in a forfeit.
- B. Team penalties for late starts may apply at the discretion of the duty manager.

3. PREMIERSHIP AND BONUS POINTS

A. PREMIERSHIP POINTS

WIN:	4 POINTS
TIE:	2 POINTS
LOSS:	0 POINTS

B. BONUS POINTS

Each team will receive 1 bonus point for every 20 runs scored by their team plus 1 bonus point for every negative 20 runs scored by the opposition.

C. FORFEIT

The points awarded for a forfeit will be determined by the duty manager.

4. LADDER POSITION

- A. In the event that 2 or more teams finish on equal points after the minor rounds have been played, the higher position will go to the team with the most wins. (For this purpose a draw will be considered half a win).
- B. If teams are still deadlocked, the final position will be determined by percentage. (Percentage is calculated by dividing runs for by runs against).

5. FINALS QUALIFICATIONS

- A. To become qualified to play any finals with a team, a player must have played at least one third of minor round games to the nearest whole game.
- B. A player must not be registered or qualify for more than 1 team in any grade in the same competition.
 - i. A team may not use more than 1 fill-in player from a higher grade in any 1 match.

- ii. For a player from a higher grade to be eligible for a lower grade final, they must have played more than half that grade's minor round games to the nearest whole game.
- C. In general, the use of fill-in players will be at the discretion of the duty manager who can apply run penalties for players filling in from higher grades if necessary.
- D. Players who become ineligible through injury may be exempted at the discretion of the duty manager. In this case, the opposition team must be advised.

6. DRAWN FINAL

- A. Should any finals game be drawn (except grand finals), the team who wins the highest number of skins will be declared the winner. If the skins are also tied the game will be awarded to the team who finished highest on the ladder at the end of the round robin series.
- B. A drawn grand final will result in a mini-game of 8 overs each to be played by the same teams at a time to be scheduled by the duty manager. Highest score will win. If the scores are still tied at the completion of the mini-game, the team with the highest number of skins will be declared the winner.

SECTION 4 - VARIATIONS

This section has been included to offer rule variations from some of the rules in Section 1. These variations introduce alternative forms of Indoor Cricket competition. Some of these rule variations have been successfully trialed in CA National Competitions. There is no compulsion to use any of these rule variations.

1. VARYING OVER LENGTH COMPETITIONS

- i. Indoor Cricket Centres and Organised Competitions may vary the number of balls required to be bowled in each over. Over lengths may be of 6 or 7 ball duration.
- ii. Run dismissals in 6 or 7 ball over games may be from -3 to -5 at the discretion of the duty manager.
- iii. In 6 or 7 ball over games, it is recommended that all misconduct penalties should range in multiples of 5 to a maximum of 20. However, misconduct penalties in multiples of 3 to a maximum of 12 could also be used.
- iv. Other Team Penalties, such as for Uniforms, could either be in multiples of 3 or 5.

2. SKINS SCORING SYSTEM

The intention of this scoring system is to provide further strategy and interest to all matches regardless of the total team scores. The following rules will apply when using the Skins Scoring System:

- i. **Win and Skins Points**

Win Points

Win: 3 points: Tie: 1½ points

Skins Points

The corresponding batting pairs in each team (that is: partnership 1v1; 2v2; 3v3; 4v4) will compete for an additional point (known as a skins point) which will be given to the pair making the highest partnership. One skins point is offered for each corresponding pair, making a total of 4 skins points per game. A tied batting pair will jackpot the skins point forward to the next pair or backwards in the case of the last pair.

Ineligible Player/Forfeit/Team out of Competition: Points for Non-Offending Team

The non-offending team will be awarded a win plus the average skins points scored against the offending team to that point of the competition. (Calculated to the nearest whole number.)

ii. **No Balls/Wides and Legside Balls**

All Wides, Legsides and No Balls bowled in the final over of each batting partnership will be re-bowled at the batter's discretion. This is irrespective of whether runs are scored from the delivery or a dismissal occurs.

iii. **Misconduct**

Any misconduct and uniform penalties will be applied in the following way:

Individual Penalty

When batting: to be applied against the offending player's batting partnership.
When fielding, or not on the court batting: to be applied against the offending player's batting partnership.

Team Penalty

Any team penalties will be applied against the partnership of the offending team's captain.

iv. **Ladder Position**

The Ladder position for skins competitions will be determined by the following criteria:

1. Highest Total Points (Wins and Skins)
2. Highest number of Outright Wins (if equal on total points)
3. Highest number of Skins Points (if equal on total points and outright wins)
4. Highest Percentage (if equal on all the above)

Note: A draw or tie counts as half a win.



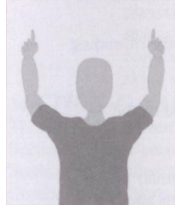

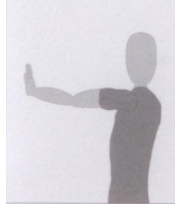


v. **Tied Finals**


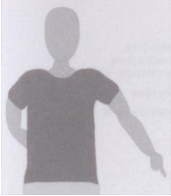


The team who wins the highest number of skins in a tied final will be declared the winner. If the skins are also tied, the winner will be declared as follows:

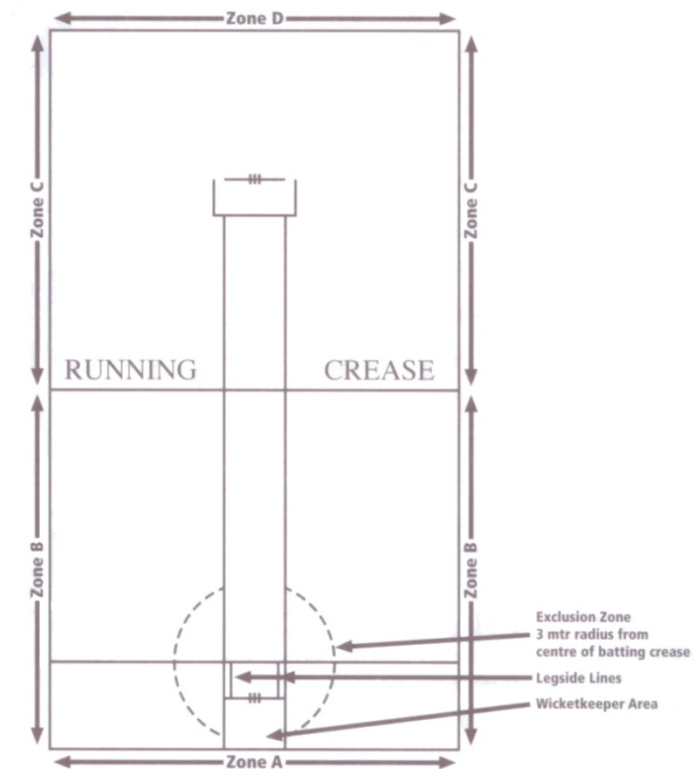
Minor Finals: The game will be awarded to the team who finished highest on the ladder in the preliminary matches.

Grand Finals: A mini game of 8 overs each will be played. The team with the highest score will win. If the scores are tied, the team who wins the highest number of skins will be declared the winner.

SECTION 5 - UMPIRE SIGNALS

	OUT SIGNAL: Arm raised above the head, finger pointing skyward. Call "OUT".
	DEAD BALL: Fist clenched, arms crossed over body. Call "DEAD BALL".
	SIX HIT: Both arms raised above head, fingers pointing up. Call "SIX RUNS".
	FOUR HIT: Arm bent at elbow moved to and fro across the chest. Call "FOUR RUNS".
	STOP SIGNAL: Hand out, palm facing players. Call "STOP".
	PLAY SIGNAL: Hand out, palm facing umpire. Call "PLAY".
	WIDE & LEGSIDE WIDE: Arm extended straight out from the shoulder. Call "WIDE".

	<p>NO BALL: Arm raised bent at right angles at the elbow, with fist clenched. Call “NO BALL”.</p>
	<p>CHANGE OF BOWLING STYLE: Arm straight out, finger pointing down. Call “OVER THE WICKET”, “UNDERARM” etc.</p>
	<p>THIRD BALL: Three fingers held out. Call “THIRD BALL”.</p>
	<p>OVER: Both hands held together in front of body, and then moved outwards in an opposite direction. Call “OVER”.</p>



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TOURNAMENT MANAGEMENT PROCEDURES

BY-RULE 1 - TOURNAMENT ORGANISERS & TOURNAMENT COMMITTEES

- A. The ISV Board of Management is authorised to organise representative level Tournaments and ensure that they are run fairly and competently.
- B. Separate Tournament Committees, answerable to the Board, may be appointed to organise and supervise Tournaments on its behalf. If this is the case, any such Committee will have the same authority as the Board when enforcing these By-Rules.
- C. The Board will develop, interpret and enforce the By-Rules, Disciplinary Hearing Guidelines and the Official Rules of the Game and have absolute discretionary and decision-making powers on all issues related to the Tournaments. (Note: Tournament Committees are not entitled to delete, amend or add to By-Rules without the approval of the Board).
- D. The Board will meet as required to review issues related to the Tournaments.
- E. The Chairman of the Board will decide if any emergency meetings are to be held.
- F. In these By-Rules, reference to the "Board" or "Administrative Office" can also be a reference to the Tournament Organiser.

BY-RULE 2 - TOURNAMENT BY-RULES AND OFFICIAL GAME RULES: DECIDING AUTHORITY ON MATCH DAY

- A. These By-Rules should be read in conjunction with the Official Game Rules of Indoor Cricket which are authorised at the time by the Board. **The By-Rules will override the Official Game Rules.**
- B. All participating centres will conduct their scheduled games according to these By-Rules.
- C. These By-Rules can be amended, deleted or added to by the Board during the season. Any such changes and the date on which they become effective will be advised to participating centres.
- D. In the event of a dispute, these By-Rules and/or relevant Game Rules as endorsed by ISV will be decisive and should be referred to by Umpires and Duty Managers.
- E. On match day, if the Game Rules or By-Rules are not clear to the Umpire, the matter must be referred to the host venue Duty Manager.
- F. The Duty Manager, after consultation with the Umpire and Captains, is the ultimate deciding authority on the day and their decision must be accepted by all parties.
- G. Decisions under this Rule will be supported by the Board unless it can be shown a decision was made without due reference to these By-Rules and/or relevant Game Rules as endorsed by ISV.
- H. Senior Centre Management is expected to be present to supervise home games. Failure to support this principle on a regular basis could lead to the club being penalised by the Board.
- I. The Duty Manager is considered to be in absolute charge over all persons within their centre when it comes to enforcing accepted standards of behaviour and is entitled to take whatever action is reasonable to protect the comfort and safety of those present.
- J. Match Referees may be appointed by the Board to supervise Tournaments and if so they will become the deciding authority in any Game Rules or By-Rules dispute but only after the Duty Manager, Umpire and the team Captains are unable to resolve the situation.

BY-RULE 3 - COMPLAINTS / APPEALS

- A. A full member or associate member can make a complaint or appeal to the Board on relevant matters concerning a Tournament except where the By-Rules exclude an item from appeals.
- B. Complaints/appeals must be made in writing with supporting evidence and passed on to the Administrative Office or Tournament Organiser within 5 days of the alleged problem. Correspondence received after this date will be reviewed at the discretion of the Board.
- C. No action will be taken on verbal advice alone.
- D. Complaints/appeals will only be acknowledged from centre management who will examine any complaints or appeals by individuals or teams to determine if they are worth Board investigation.
- E. Complaints/appeals will be heard at the next scheduled meeting of the Board or at a time it chooses.
- F. The Board may request assistance from the Tribunal at its meetings.
- G. Complainants must be prepared to support their claims in person if required.
- H. Complaints/appeals regarding Rules or Rule interpretations, fixtures, ladders and scores will be reviewed by the Board if these By-Rules do not give clear guidance to the Administrative Office or Tournament Organiser.
- I. Serious complaints, e.g. Equipment and property abuse, misbehaviour and failure to pay game fees, could lead to Tribunal or Board investigation or a joint hearing of both. Refer to By-Rule 20 - Match Reports for guidance on reporting player or Official misconduct.
- J. Clubs who make complaints or lay misconduct charges then withdraw them after hearings have been arranged will be fined at a rate to be decided by the Board.
- K. Complaints and/or charges that are judged to be frivolous may also be subject to fines on recommendation from the Tribunal or Board.
- L. Board decisions are final and there is no appeal. Once a decision has been passed, a party affected by the decision is not permitted to further discuss the issue with the Board members either as a group or individually.

BY-RULE 4 - ASSOCIATION JURISDICTION: MISCONDUCT

- A. The Board or Tribunal, or a joint hearing of both these bodies, is authorised to investigate any misconduct that comes to its attention that occurs inside a premises which is:
 - i) Hosting an ISV sanctioned Tournament between the period which takes in 30 minutes prior the commencement of the first game to the signing of the last game Match Report or to the end of trophy presentations as the case may be
 - ii) Hosting an ISV sanctioned social function or programme involving coaching, umpiring or training between the hours stipulated for the function or programme.
- B. Any incident outside the stated periods is to be resolved by the relevant Centre Management.
- C. The hearing will be held irrespective of any civil action that an individual may take as a result of incidents occurring inside or outside a premise.
- D. Umpires and Officials, who are insulted, harassed, threatened or manhandled at anytime, anywhere regarding their performance, actions taken or directions given during ISV sanctioned events may request the appropriate authority to take action subject to following the conditions of By-Rule 3 - Complaints / Appeals.
- E. Notwithstanding the above, the Board or Tribunal may also use its discretion to initiate action to investigate allegations of extreme misconduct with or without written evidence.
- F. The Board or Tribunal is empowered to take evidence, evaluate it and apply penalties if appropriate.

- G. Board decisions are final and there is no appeal. (NB: Tournament Committee decisions can be appealed to the Board through the Administrative Office or Tournament Organiser)

BY-RULE 5 - TRIBUNAL

- A. The Board is authorised to establish a Tribunal to adjudicate on matters concerning player, Official and spectator misconduct and other matters as required by the Board. It will operate independently according to Guidelines developed by the Board and is empowered to take evidence, evaluate it and apply penalties if appropriate.
- B. The Tribunal, if required, will be convened by the Administrative Office or Tournament Organiser at a time and place appropriate to the Tournament.
- C. Information regarding attendance and procedure at Tribunals forms part of a separate document entitled "Guidelines for Disciplinary Hearings".
- D. Discretionary powers will be given to the Tribunal to take independent action where the Guidelines are unclear or circumstances have not been covered.
- E. The Administrative Office will keep a record of all adjudications.

BY-RULE 6 - EVENT OBSERVERS

Event Observers may be appointed to attend games. They are empowered to report on player and spectator conduct, event supervision and facility presentation. They will be recruited by the Administrative Office or Tournament Organiser and rostered to attend games without notice to Centre Management. They are not required to identify themselves and will report to the Administrative Office or Tournament Organiser. Their reports can be tabled at Disciplinary Hearings and charges can be laid as a result.

BY-RULE 7 - YELLOW & RED CARD PENALTY SYSTEM

The card system is applied by umpires to deal with misconduct by coaches and players during ISV sanctioned games. Umpires are authorised to apply the following Yellow and Red card penalty system:

A. Yellow Card: Reason

The yellow card is issued by the umpire to any player playing outside the spirit of the game and the 'Players and Officials Code of Conduct' in Appendix 2. The yellow card is a warning that if the player continues to behave poorly they will be sent from the court and suspended. A yellow card also means the player will be penalised 5 runs. Any player who receives two yellow cards during the season will be suspended from playing the next immediate round of matches and any other sanctioned ISV event in between time. Reasons for being given a yellow card include, but are not limited to, the following:

- Dangerous or rough play
- Time wasting or deliberately delaying play
- Swearing, abusive, obscene or insulting language
- Obscene or lewd behaviour
- Pushing
- Intimidating or harassing opponents
- Disputing decisions
- Unfair play
- Equipment abuse including: hitting stumps;
- Throwing, kicking or hitting the ball recklessly
- Applying any type of liquid or any other substance to the player's uniform that results in the substance being transferred to the court or its fixtures that has the potential to impact on player safety
- Team misconduct (where individuals are not readily identifiable). In the event of a team misconduct penalty, the penalty will be

- throwing bat; stepping on nets
- Being present in a restricted zone
- Abuse against another person based on their age, gender, race, culture, religion, sexual orientation or any other irrelevant personal characteristic
- attributed to the team captain's skin
- Team captains may be penalised if they are not able to control other players and spectators from their club who are in attendance.

B. Red Card: Reason

When a red card is issued, the player is to be ordered off the court for the rest of the game and will be penalised 5 runs. The player cannot be replaced. This card is issued under two basic circumstances:

- i) When a yellow card has previously been issued to the same player in the same game and their behaviour warrants the issuing of a second yellow card.
- ii) For any of the following offences listed below:
 - Striking/Attempted Striking
 - Deliberate physical contact
 - Unduly rough or unfair play
 - Spitting
 - Threatening, challenging, intimidating or reckless behaviour
 - Illegal court entry

C. Umpire Discretion

The umpire will be the sole judge of what constitutes a Yellow or Red card infringement. The list of reasons previously outlined is merely a guideline.

D. Issuing the Card

- i) Play must be stopped to issue a Yellow or Red card. The card when issued is to be held in the hand and displayed directly to the offender. The umpire is to nominate the player's number and advise the reason for the card. If this is not done, the penalty may be considered invalid.
- ii) 5 Runs are to be deducted off the offending player's skin if a Yellow or Red card is issued. If a Red card is issued and the offending player has not batted, then the penalty will be deducted from the skin of the 4th batting pair where the replacement batter will bat.
- iii) If the card is not issued at the time of the incident and the player is not notified when the incident occurred, the card cannot be issued or the player notified for the same incident at a later time.
- iv) Should there be any dispute with regard to the issuing of a Yellow card, the umpire can issue a Red card and order the player off the court.

E. Penalty

- i) A player issued a Red card or 2 x Yellow cards in the same game, is to be sent from the court immediately for the remainder of the game and cannot be replaced. They will also be suspended from playing the next immediate round of matches and any other sanctioned ISV event in between time.
- ii) When a player is ordered off, they cannot be replaced.
- iii) When a team is unable to field the required number of players on court, due to players being ordered off, the match will be abandoned.
- iv) All cards issued are to be noted by the umpire on the Match Report in the relevant section.

F. No Attendance at Tribunal for Red Card

Players who have been issued a Red card do not have to attend the Tribunal.

However, if the player is reported in addition to being issued a Red card, they will need to attend the Tribunal as will the umpire and relevant witnesses.

- G. Players who have been issued a Yellow card previously, and then receive another Yellow card during the season will be suspended for 1 round.
- H. Players who have been suspended during the season will be suspended a further 1 round for every additional Yellow card they are issued, and 2 rounds for every additional Red card.
- I. Any subsequent misconduct after being sent off should mean the player is reported (Refer By-Rule 8 - Reported Players) and becomes the subject of Tribunal investigation.
- J. The Administrative Office will keep a record of penalties and advise the clubs when a player is suspended and the length of suspension.
- K. Umpires must note all Yellow and Red card penalties applied during a match in the appropriate section on the Match Report.
- L. Umpires do not have the option to leave penalties off the Match Report.
- M. Penalties cannot be applied after the Umpire has called "game" or time has been completed. Any incidents of misconduct occurring between the end of the game and the signing of the relevant game Match Report will be subject to investigation by the Tribunal or Board and should be noted on the Match Report at the discretion of the Centre Management.
- N. Penalties from one season are not added to penalties for the following season. However, suspensions given under this Rule will carry over to the next sanctioned ISV event or season should a player choose to play that event or season. (Note: To play a season means to qualify for Finals).
- O. Should a player be reported as well as receive a suspension under this rule, any suspension given by the Tribunal will be in addition.
- P. The serving of suspensions which run into the finals period will be dictated by the performance of the last team the player played with. As soon as that team is ineligible for finals, any outstanding suspension must be served in the next season in which the player is participating. Eligibility for higher or lower grades will not help to reduce the suspension.
- Q. There are no appeals against the application of Yellow cards or suspensions under this rule. If a Captain believes their player has been incorrectly identified as having been the cause of misconduct, the issue is to be resolved before the game recommences.
- R. When a player is ordered off, they cannot be replaced. Rules applying to teams short of players will apply.
- S. Teams unable to field the minimum number of players as a result of players being ordered off will cause the game to be abandoned.
- T. Byes do not count as a round when serving a suspension.

BY-RULE 8 - REPORTED PLAYERS & REPORTED PERSONS

TRIBUNAL

Reported Players

- A. Players involved in extreme acts of misconduct during a game are to have the offence noted by the Umpire in the appropriate section on the Match Report i.e. the player is considered "reported". Any player who has been reported must be issued a Red card and ordered off the court for the duration of the game irrespective of the stage of the game or the nature of the

report. The player will then be required to attend a Disciplinary Hearing to have the charge heard.

- B. Any player reported in their first game that is selected to play in another game on the same day or week can participate in the second game. All reported persons are required to attend a Tribunal Hearing to have the charge heard. Unless otherwise notified, the Tribunal Hearing will be conducted at ISV office on the following Wednesday night. If the hearing is delayed due to the player's inability to attend, the player will not be allowed to play until the charge is heard.
- C. The failure to order off a reported player or issue a Red card will not invalidate a charge.
- D. Players, spectators and Officials can be reported by the Duty Manager, Umpire or Team Captains. Details must be provided on the Match Report. Players reported by Team Captains are not subject to the Order-Off process.
- E. Players found guilty of misconduct and suspended will be prohibited from playing the next scheduled round(s) for which they are eligible and any other sanctioned ISV event in between time (Including interstate matches and National Championships).
- F. The serving of suspensions which run into the finals period will be dictated by the performance of the last team the player played with. As soon as that team is ineligible for finals, any outstanding suspension must be served in the next season in which the player is participating. Eligibility for higher or lower grades will not help to reduce the suspension.
- G. If a player plays whilst suspended, the team will lose all points awarded in the game and will be referred back to the Tribunal for a possible further penalty.

Reported Persons Tribunal

The Reported Persons Tribunal has been established to hear charges where the misconduct is considered to be of such a serious nature that a penalty under the Yellow and Red Card System may not be adequate. Following is a summary of the basic process that applies when participants are reported. The full process is detailed in the document "Disciplinary Procedures" available from ISV.

Laying Charges

- 1. Charges are to be noted on the match report which is provided for each match.
- 2. The information provided on or which the match report should include:
 - a. The charge (from the list in By-Rule 7 and the reason for the charge)
 - b. Name and number of the reported person
 - c. Name of victim (if appropriate)
 - d. Indication of the reporting party i.e. umpire, duty manager, captain
 - e. Signatures of the captains to verify their awareness the charge has been laid.
- 3. Charges must be laid prior to the signing of the match report by the captains, umpire and duty manager. No information can be added, amended or deleted after the match report has been signed unless all parties are aware of the charges.

Location and Time

The location and time of hearings will be confirmed with the relevant parties but will normally be at the ISV office on the Wednesday following the incident, commencing at 7.30pm.

Attendance at Tribunal

- 1. **Reporting Party**
 - a. A reporting party must attend the hearing to give evidence
 - b. The reporting party must attend even if the reported person is not attending

- c. The reporting party can request the tribunal chairman change the hearing date but it must be prior to the next scheduled round the reported person is due to play in. If the reporting party cannot attend in this period, the charge will be dropped

2. Reported Person

- a. Reported persons must attend the tribunal, unless they choose to plead guilty
- b. If a reported person cannot attend the hearing, they will be unable to play until they do attend, regardless of the reason for not attending
- c. Guilty Plea: reported persons pleading guilty have the option to not attend. If not attending, they can provide a written statement that does not dispute the facts but provides information that will assist the tribunal set a penalty.

BY-RULE 9 - BANNED PERSONS

Persons banned by Centre Management from attending their centre will have the ban upheld by the Board for representative games, (Including finals), unless permission is gained from the relevant Centre Management for the person to enter the premises. This arrangement will be a matter for negotiation between the banned person and Centre Management. The Board will not intervene.

BY-RULE 10 - CONSUMPTION OF ALCOHOL

- A. Any player, Coach or Official seen to consume alcohol, either prior or during any part of a match they are participating in, can be prevented by the Duty Manager from taking any further part in the match. Allegations on this point can be made only by the Umpire or Team Captain to the Duty Manager. If the allegation is proven to the Duty Manager's satisfaction, the offender is to be barred from further participation and the team must play according to the Player Short Rule
- B. The serving of alcohol in centres is at the discretion of the Licensee although they are encouraged not to serve people they can identify as participating in a game in progress or a later scheduled match
- C. Any team which believes it has not been supported by the Duty Manager in their request to implement this Rule should pass their complaint to the Administrative Office as per the conditions in By-Rule 3 - Complaints / Appeals.

BY-RULE 11 - AMENDMENTS TO BY-RULES AND GAME RULES

- A. The Board will review Tournament By-Rules and Game Rules as required.
- B. Amendments to rules will be notified by correspondence to club management who will be expected to pass the information on to their team captains and umpires.

BY-RULE 12 - LEAGUE STYLE TOURNAMENTS AND GRADING

- A. Financial ISV full members and associate members will be invited to nominate teams for a season of games against other member teams. The season length will be advised by the Board prior each Tournament.
- B. Non-member centres are ineligible to participate in ISV Tournaments. A Tournament will not be sanctioned which includes a non-member's teams.
- C. The season will include a fixture whereby teams play each other on a Home and Away or Round Robin basis followed by a Finals series to determine the top team in each grade.
- D. To be fixtured, clubs must enter the teams as designated each season by the Board.
- E. The loss of a club's designated team during the season will not disqualify the club from continued participation in the Tournament.

- F. The Board will determine the number and size of divisions and grades for which competitions will be fixtured based on nominations received and retains discretionary powers when grading to ensure a balanced competition.
- G. Clubs must be prepared to participate at 'A' grade or Division 1 level as a condition of entry. Grading will generally be based on prior same season form.
- H. The first five rounds will be distributed with the possibility of a re-grade at that point if necessary. If teams are to be graded down, they will start on equal points as the team on the bottom of the ladder. If teams are to be graded up, they will start on equal points as the team on the top of the ladder.
- I. The fixture will be prepared by the Administrative Office or Tournament Organiser under the auspices of the Board or Tournament Committee.
- J. Game times will be chosen by the Board and advised each season.
- K. A final acceptance date will be designated each season and any club who withdraws a team after this date will be required to pay the Team Nomination Fee to ISV. In addition, if the team is withdrawn in the first five rounds of the season, clubs only pay full match fees for the first five games to the host centres where the team was fixtured to play away games. After the first five rounds, the offending club must pay the full match fee for the rest of the season to the host centres where the team was fixtured to play away games.
- L. A promotion and relegation system will be applied where appropriate at the discretion of the Board. The conditions of the promotion/relegation system will be advised at the commencement of each season.

BY-RULE 13 - REGISTRATION OF PLAYERS / PROOF-OF-AGE

- A. All players must be registered with the Administrative Office to be eligible to compete. Clubs should ensure that players understand the Registration/Clearance system before they sign the official Form. It is on the onus of the player to play at their own risk.
- B. A player is not considered officially registered unless the official Registration/Clearance Form and Proof-of-Age, if appropriate, correctly filled out, is approved and on file with the Office.
- C. The onus for ensuring that Registration/Clearance Forms are received at the Office lies with the clubs.
- D. Player details must be filled out on the official Registration/Clearance Form, signed by the club and player and lodged at the latest with the results of the round in which the player first plays. If the Registration/Clearance Form is not received with the results, the player will be considered unregistered and the team will be penalised as per By-Rule 16 - Ineligible Player subject to By-Rule 14 (c) (ii) below.
- E. The Office, after application by a club, has the discretion to extend the deadline for receipt of Registration / Clearance Forms. However, all last round new Registration / Clearance Forms and Proof-of-Age must be provided with the results of the last Home and Away round to avoid penalty. No time extensions will be given for the last round.
- F. **Proof-of-Age**
Players in set age Tournaments must provide Proof-of-Age (Eg. Driver's licence, birth certificate, passport or statutory declaration stating their birth date) with their Registration/Clearance Form within one week of playing their first game. Clubs who do not provide Proof-of-Age when requested will cause the relevant team to lose the points earned in games played by the ineligible player.
- G. Any player, Manager or Official who falsifies information on the Registration/Clearance Form or Proof-of-Age will be given a mandatory 2 match suspension. Any team who plays that player will still incur loss of all points earned in the game.

H. Juniors

Junior players playing senior competitions must get their parents to sign the appropriate section on the Registration/Clearance Form. The player will not be considered officially registered if this section is not filled out. A Junior player is one who is Under 18.

I. Registration At One Club

Once a player registers with a club, he/she remains attached to that club for all Indoor Sports Victoria's sanctioned Tournaments the club participates in, regardless of the type of sport.

J. Players who want to play in two or more sports can only do so at the one club. Exemptions will not be granted to allow players to play a sport at another club on the basis that their existing club did not enter teams in that sport.

K. Players who play with one club whilst registered at another will cause the team they played in to lose the points it earned in the relevant game and the player may be suspended for 2 matches at the discretion of the Board.

L. Players from disbanded or deregistered clubs or clubs which change regions do not require Clearances but must re-register if they join a new club.

M. Clubs may continue to register new players not requiring Clearances until the end of the Home and Away season.

N. Club Player Lists will be provided at the beginning of each season. Players not on these lists are considered unregistered. The fact that a player may have previously played unregistered or without Proof-of-Age will not alter the fact they are still ineligible until registered in the correct manner.

O. Indoor Sports Centre Employee / Player

Indoor sports centre employees will be subject to the same Registration/Clearance and Finals Qualification Rules as all players. The Board does not generally encourage Centre Management to take part as a player in ISV sanctioned games. The Board will not hear any special requests to make exceptions to the Rules because of an employee's current or altered employment circumstances.

BY-RULE 14 - CLEARANCES

Players who are registered with one club and wish to play with another club must be cleared from their existing club whether or not they played for the club. The following sets out the Rules regarding Clearances:

A. Clearances can be applied for in two ways:

1. Standard Clearance

Fill out the appropriate sections on both sides of the Registration/Clearance Form and have the Manager of the old club sign it.

2. Verbal Clearance

i) Fill out the appropriate sections on both sides of the Registration/Clearance Form and have the new Club Manager request a verbal approval from the old Club Manager. (Note: Players are not entitled to process their own Verbal Clearance).

ii) If the Clearance is approved, the new Club Manager must sign as proxy for the old Club Manager in the appropriate section on the Form and immediately contact the Administrative Office who will confirm with the old Club Manager that the conversation took place.

iii) Only Club Management, or a person designated by Club Management, is entitled to give verbal authority to clear players.

- iv) Clubs are not obliged to give Verbal Clearances and can request a "10 day Cooling-Off" period and/or insist upon signing the Clearance under the "Standard" system.
 - v) Effectively, a Verbal Clearance does not exist until the office confirms it with the club giving the Clearance, and it is not completed until the Registration/Clearance Form is received at the Administrative Office.
 - vi) Clubs, who fail to phone in Verbal Clearances to the Administrative Office, prior to the player's first game, acknowledge the risk involved in the event that the player is not eligible.
- B. Clearances must be officially recognised by the Office. The information requested on the official Registration/Clearance Form must be provided to and checked by the Office before the Clearance is approved.
- C. The combined Registration/Clearance Form with all information correctly filled out on both sides must be received with the results of the game the player first plays in unless agreement has been reached with ISV Office to lodge the Form at a later date. No time extensions will be given for the last round. The penalty for not supplying the information on time is:
- i) Loss of all points earned in the game in which the player participated; plus,
 - ii) Loss of player's Best & Fairest votes (if any); plus,
 - iii) Loss of game as part of uncleared player's Finals Qualification.

D. Clearance Refusal

- i) Clearance applications cannot be refused except where players owe their club money for items related to ISV Tournaments (e.g. Uniform) or are required to return club property. In these instances, written evidence must be provided to the Administrative Office, within 5 days of the refusal, to assist the Board's assessment of the validity of the refusal. Failure to do so will invalidate the refusal and the Clearance will be approved by the Board. (Note: Money owed for game fees is not recognised as a valid reason for refusal to clear).
- ii) A club cannot request a "10 Day Cooling Off" period and apply a "Refusal" to the same Clearance.

E. Clearance Withdrawal

A player can withdraw a Verbal Clearance prior to signing the form, subject to not having played for their new club.

F. "10 Day Cooling Off" Period

If a club believes a player is making a hasty decision it can claim a "10 Day Cooling Off" period. The aim of this is to allow both player and club time to resolve any differences if the club believes it has a chance of retaining the player's services.

- i) A club may claim a "Cooling Off" period of 10 clear days from the date of the request for a Clearance. The claim must be noted in the appropriate section on the Form. The Office is to be advised if a "10 Day Cooling Off" period has been claimed, but the Clearance Form must still be passed onto the Office. After 10 clear days from the date of request, the Office will contact the player's new club to confirm if they still require the Clearance. If so, the Clearance will be automatic. The player can play on the 11th day after the date shown on the Form against the old Club Manager's signature.
- ii) Players can only play with their existing club during the "10 Day Cooling Off" period.
- iii) Clubs may give full Clearance approval before the "10 Day Cooling Off" period is due for completion.
- iv) Players subject to a "10 Day Cooling Off" period which carries past the deadline for Clearance applications will still be eligible to play for their proposed new club at the end of the period.

- v) A club cannot request a "10 Day Cooling Off" period and apply a "Refusal" to the same Clearance.

G. 12 Month Limit

Players who have not played for 12 consecutive months with a club they are registered at can claim exemption from the Office to play with another club without gaining a Clearance. Players will only be eligible under this rule if the 12 month period does not include time served as part of a Disciplinary Hearing suspension.

H. Presentation of Standard Clearances

- i) Clearance Forms presented to a club either personally or by fax will be considered to have been received from the time they were presented whether or not they are signed immediately by the Manager of the clearing club.
- ii) All Clearances must be signed and dated by the appropriate persons in the appropriate sections to be valid. The Administrative Office is to be advised if this is not done.

I. Clearance Periods

Clearance applications, whether verbal, mail or electronic, will only be accepted at the Administrative Office during the following two periods. Applications received outside these periods will be invalid and any paperwork will be returned to the relevant clubs.

- i) **Period 1:** Between prior season's Grand Finals and the Board meeting to establish Preliminary Grading.
- ii) **Period 2:** Between the completion of the second round and 5.00p.m. Monday following the fifth round of the relevant season.

J. Restrictions on Player Movement

- i) Any one club will be limited in a single season to recruiting 8 players from another club.
- ii) Any high grade player movement e.g. (Vicleague or Mens Div 1) is to be approved by the Tournament Committee. A high grade is defined by the grade the player previously played.
- iii) Players whose last game for a club was 12 months or more prior their first game for their new club will not be subject to this rule (refer to By-Rule 14g).
- iv) The above rules apply for all seasons, i.e. Majorleague to Superleague and vice versa.

K. One Clearance Per Season

A player can apply for only one (1) Clearance in a season except where they return to the club they were registered at before the first clearance.

L. Non-Participating Clubs

- i) Players registered with clubs not participating in any season of their chosen sport must still gain a clearance but they can do so at any time during the season.
- ii) Clubs not participating in any season are not entitled to recruit another club's players in that season.
- iii) Clearances gained on the understanding that a club is participating will become invalid if the club subsequently does not participate. The relevant players will revert to being registered with their old club.

M. Open Clearances Not Permitted

Players must nominate the club they are clearing to before the clearance is valid. An open clearance to an unidentified club is not permitted.

N. Club Risk

Clubs are encouraged to check with the Administrative Office to see if players belong to other clubs. Clubs who play players without first checking if they require a Clearance acknowledge the risk involved in the event that the player is not eligible. Enquiries can be made up to 5:00pm

Friday prior competition. Ignorance of the Rules is not accepted as an excuse for playing an ineligible player.

O. False Information

Any player, manager or official who falsifies information on the Registration/Clearance Form will be given a mandatory 2 match suspension. Any team who plays that player will still incur loss of all points earned in the relevant game.

P. Disbanded or Deregistered Clubs

A player from a disbanded or deregistered club or one which changes regions does not require a Clearance but must re-register if they join a new club.

BY-RULE 15 - PLAYER POINTS SYSTEM FOR STATE REPRESENTATIVES

All Indoor Cricket State Level players will be given a player value. For every year players have not played Indoor Cricket State Level, it's -1 point, until year 5, then it will be -2 points. Note: Any player who makes the Australian team has +2 points added to their player value.

Each team has a maximum number of points depending on the division they play as follows:

Grade	Points
Vicleague	55 Points
Mens Div 1	45 Points
Mens Div 2	35 Points
Mens Div 3	25 Points
Mens Div 4	20 Points
Mixed Div 1	55 Points
Mixed Div 2	45 Points

If a team goes over the limit, the result will be overturned. **It will be the club's responsibility to make sure the teams do not go over the points limit.** State Level players are given points as follows:

State Team	Points
Open Men & Women	10 Points
Over 30's	6 Points
21 & Under Mens	4 Points
Over 35's	4 Points
Over 40's	4 Points
Over 45's	2 Points

BY-RULE 16 - INELIGIBLE PLAYER PENALTY

A. Ineligible players are those who can be identified as Unregistered, Uncleared, Unqualified, or Suspended, playing under a false name or otherwise playing outside the Rules. The results of games where an ineligible player participates will be affected as follows:

- i) Home & Away Games
 - Offending team wins: No Points or Skins. Retain Runs scored in the game.

- Offending team loses: No Points or Skins. Retain Runs scored in the game.
 - Legitimate team wins: Given Skins / Runs scored in the game plus Win Points.
 - Legitimate team loses: Given Skins / Runs scored in the game plus Win Points.
 - Both teams play ineligible players: No Points or Skins to either team. Retain Runs scored in the game.
- ii) Finals Games
- Offending team wins: Declared loser.
 - Legitimate team loses: Declared winner.
 - Both teams play ineligible players: Board to determine result.
- B. Scores in Home and Away games involving ineligible players will not be altered. Runs scored by the offending team will stand for the purposes of calculating percentage.
- C. Players who continue to play whilst ineligible will cause their team to lose points progressively on a weekly basis.
- D. Best & Fairest votes scored by ineligible players will be discarded but no replacement votes will be given. Should they subsequently become eligible, the votes will be reinstated.
- E. The game played by an ineligible player will count towards their Finals Qualification when they become eligible. The other players' qualifications will not be affected.
- F. Games involving ineligible players will not be replayed.
- G. Team Captains, or acting captain on the day will automatically be suspended for a minimum of two (2) matches if the evidence demonstrates they knowingly played ineligible players. If other players are involved in playing ineligible player they may also be suspended.

BY-RULE 17 - TEAM SELECTIONS AND FINALS QUALIFICATIONS

- A. All players must be registered with the Administrative Office on the official Registration/Clearance Form to be considered an eligible player.
- B. The following guidelines must be adhered to when selecting players for a particular grade:

Mens & Mixed:	Open competitions for both males and females.
Women's:	Competition for females only.
Mens & Mixed Masters:	Competitions for both males and females who are of an age to be designated by the Board each season.
Juniors:	If there is no Junior Tournament, Juniors playing Senior Tournaments are 17 & Under.
Women's Masters:	Competition for females only who are of an age to be designated by the board each season.

C. Player Selection

i. General Principle

The spirit of selecting teams is that the best players are selected for the highest grade. Players deliberately playing in a grade below their ability are to be discouraged. Any club who suspects that another club has loaded a low grade team with high grade players should bring the matter to the Board's attention. Any club who can be shown to be selecting their teams in this manner may be subject to regrade. Also refer to By-Rule 34 - "Players Short".

ii. State Level Players

Players who have been chosen to represent Victoria at open age in the 12 months prior to playing in a league season, can only be selected to play with their clubs highest Mens,

Women's or Mixed grade. The penalty for violating this rule will be loss of points for playing an ineligible player.

- iii. Clubs may gain permission from ISV to play such players at a lower level under special circumstances. They must show good reason for this to be granted.

D. Minimum Age

A player under 17 years of age is not permitted to play open competition games except with parental permission. This must be in writing and signed by the player's parent or guardian and Centre Manager and a copy passed onto the Administrative Office. Penalty: Loss of game points.

E. Participation

- i. Minimum Periods

To have a game count towards qualification for finals, players must participate on court for the minimum period of one innings of that game. i.e. Players must at least bat in one innings or bowl and field in one innings. (Note: there is no allowance for injury during these minimum periods)

- ii. Substitute Players

- a. Substitute players must sign the Team Sheet and have their names initialled by the match Umpire to confirm they participated on court for the above minimum periods if the game is to count towards their finals qualification.
- b. It is the Captain's responsibility to ensure that Umpires initial the names of substitute players who legitimately participated.

- iii. A player cannot participate as a substitute or interchange player if they have participated in another game in the same round of matches. If this rule is violated, the penalty will be as described in By-Rule 16 - Ineligible players.

- iv. Substitute players cannot play in a later game scheduled in the same round of matches.

F. Games Per Round

- i. Home and Away Games

Players are not permitted to play in a higher grade and a lower grade within the same Tournament in the same round. For example, you cannot play Mixed 'B' followed by Mixed 'A' or Women's Cricket and Mixed Cricket or Mens Cricket and Mixed Cricket.

- ii. If this rule is violated, the following will happen:

- a. The game a player first plays in will be credited to their Finals Qualification.
- b. In their second game, if the opposition team is unaware of the violation, but it is noticed by the Administrative Office, the team will be considered to have played an ineligible player and will be penalised as per By-Rule 16 - Ineligible Players.
- c. If the non-offending team is aware of the fact prior to a game commencing, they can refuse to play unless the offending player withdraws. If the offending player is not withdrawn, the offending team will forfeit the match. (Teams may still play a scratch match with the Management's permission).
- d. The non-offending team can choose to play on request from the offending team but will only be awarded a win plus runs / skins / goals / sets gained through playing the game. There will be no additional penalty points. The offending team cannot earn any points but the game will count towards their legitimate players' Finals Qualifications.

- iii. Finals Games

- a. Players can only play in one Finals game per round except when playing in two (2) grades (e.g. Mens and Mixed) is permitted. If this rule is violated, the game a player first plays in will be valid. Their second game will cause the team to be penalised as per By-Rule 16 - Ineligible Players.

- b. **In a Final 4 series**
The Elimination Final is categorised as the same round as the Qualifying Final.
- c. **In a Final 5 series**
The Elimination Final is categorised as the same round as the Qualifying Final, and the 1st Semi Final is categorised as the same round as the 2nd Semi Final
- d. **In a Final 6 series**
The 1st Elimination Final is categorised as the same round as the 2nd Elimination Final, and the 1st Semi Final is categorised as the same round as the 2nd Semi Final.
- e. Preliminary Finals and Grand Finals are separate rounds.
- f. A player cannot play a Home & Away and Finals game in different grades in the same week.

iv. Doubleheaders (Teams play 2 games on same day/weekend)

All lower grade players are eligible to play in the 2nd game of a higher grade doubleheader if the equivalent round is not fixtured for the lower grade or there are no other lower grade games fixtured on the day/weekend.

G. Centres with 2 Teams in the Same Competition

Clubs who have 2 or more teams in the same grade will be given a moratorium of 3 games to resolve which players will form the nucleus of each team. As of the 3rd game a player participates in, the team in which a player is selected is the only team for which they can play in that grade for the rest of the season. They may however play in a higher or lower grade within their club but they can only move up or down through the team they played in as of the 3rd game. (NB: Players can still bypass these grades, e.g. if a club has 2 teams in Mens B, players can be promoted from Mens C grade to Mens A grade or vice versa). Penalty: Loss of all game points.

H. Tournament Types and Finals Eligibility

- i. The basic Tournament grades are: Mens, Mixed, Women's, Mens Masters, Mixed Masters, Women's Masters and Juniors.
- ii. Players must play 45% of the games fixtured (Not including Byes) in one Tournament grade or combination of grades to be eligible to play finals in that Tournament (Rounded down to the nearest whole number). This means if players want to be eligible to play in both the MENS Cricket finals and MIXED Cricket finals, for example, they need to qualify in both grades.
- iii. Games played in one type of Tournament, (e.g. MENS), cannot be added to games played in another type of Tournament, (e.g. MIXED), to make the player eligible for finals.

I. Forfeited Game: Finals Qualification for Non-Offending Team

If a game is forfeited, the non-offending team may present or phone to the Office a Team Sheet with the names of intended players to have the game added to their Finals Qualifications. Signatures are not required. Names must be received by the Office before the next scheduled game is played for the forfeited game to count.

J. Byes

- i. Byes do not count towards player Finals Qualifications. Team Sheets will not be accepted for byes.
- ii. A grade or team which is adversely affected by extra byes will have its Finals Qualification requirements lowered to 45% of the home and away games it is fixtured to play (Rounded down to the nearest whole number). Teams will not be entitled to violate the 10 Game Rule (By-Rule 17 (q)) because of a bye.
- iii. Higher grade teams which are fixtured a bye cannot drop more than 2 players selected in the prior round to a lower grade team in the round of the bye. If this rule is violated, the offending team will lose all points earned in the game.

K. Team Replacing Withdrawn Team or Filling Bye

A team replacing a withdrawn team or filling a bye after the season has commenced will have its Finals Qualification lowered to 45% of the Home and Away games it was fixtured to play (Rounded down to the nearest whole number).

L. Team Withdrawn From Competition

Refer to By-Rule 37 - Team out of Competition.

M. State or National Representation during Season

Players who miss club games whilst representing ISV, or a national body to which ISV is affiliated, can apply to have these games taken into account when calculating their finals qualification. The qualification will be 45% of games fixtured less byes and less representative games. This rule only applies to players who didn't get their games changed during the season.

N. Finals Ineligibility Not Appealable

Ignorance of the Finals Qualification Rules, personal commitments, business commitments, holidays, illness, accident, change of personal circumstances or club selection policies will not be accepted as reasons for appealing for unqualified players to have special exemption from a particular grade's Finals Qualification criteria. Clubs are not permitted to appeal for exemption from this rule.

O. Teams Short Of Players/Insufficient Players to Take Court for Finals

- i. If only the minimum number of players are qualified and available to play in a particular grade, then that team must play with those players only.
- ii. If less than the minimum number of players are qualified and available then the final will be forfeited to the team they were scheduled to play. Under no circumstances will an unqualified player be permitted to substitute.

P. Forfeited Final

- i. A team who forfeits a final or withdraws or is excluded for any reason will be prohibited from further participation in the series.
- ii. Forfeited finals or finals where teams were disqualified will not be replayed.

Q. 10 Game Rule

Once a player has played in 10 games in any higher or combination of higher grades during the season, regardless of club, permission must be sought from the Administrative Office by 5.00pm Friday, before that player can be selected to play in a lower grade. Males playing in Mixed competitions must also gain permission to play Mens and vice versa. Females playing in Women's competitions must also gain permission to play Mixed and vice versa. The penalty for failure to gain permission will be as described under By-Rule 16 - "Ineligible Player". Teams will be penalised irrespective of the violation being intentional or made through ignorance. Any late team changes should be made only if they fit within the rules and only after reference to the club's 10th Round Qualification List. In determining what is a higher grade or lower grade, refer to the "Order of Ascendancy" at By-Rule 17 (r). Note: Longer or shorter seasons will cause the calculation to be raised or lowered accordingly.

R. Order of Ascendancy

- i. Clubs should refer to the following list to determine where each grade is rated by the Board when calculating a player's Finals Qualification.

HIGHEST	MENS VICLEAGUE MENS SUPERLEAGUE / MAJORLEAGUE MIXED VICLEAGUE MIXED SUPERLEAGUE / MAJORLEAGUE WOMENS SUPERLEAGUE
LOWEST	WOMENS SUPERLEAGUE / MAJORLEAGUE

- ii. After 10 games Mixed players must also gain permission from ISV to play Mens or Women's, and Mens or Women's players must gain permission to play Mixed (see By-Rule 17 q).

S. Player Qualification Lists

- i. The Administrative Office will provide lists showing the games played by all players in each club prior to the Finals. These lists are determined from the Team Sheets and Registration/Clearance Forms. They are the official records. The Qualification Lists will indicate which grade's finals each player is qualified to participate in. It is the responsibility of each club to contact the Office in the event of any query prior team selection. Teams should only be selected after reference to these lists. Unqualified players will not be permitted to take the court.
- ii. Finals host centres will be given a copy of the lists to check off pre-game as a safeguard against ineligible players participating, however it is possible that errors may still occur. The office checks all finals team sheets. Should an ineligible player be discovered and the team be penalised, the responsibility will lay directly with the relevant club.
- iii. Team Captains are entitled to check the host centre Qualification List if there is a query against any of their team's players.
- iv. Players who are advised by a finals host centre that they are not listed as eligible will be unable to take the court. If players still do take the court, and the ISV Office finds the player ineligible, the team will be penalised. Finals teams should only be selected from the Finals Qualification Lists prepared by ISV office and distributed to clubs. These lists in turn should be provided by clubs to the captains of teams in the finals.
- v. ISV Administrative staff will not be available to adjudicate disputes on match day.

T. Finals Game Commencement / Late Players

Finals games cannot commence until all Team Sheets have been checked by the host centre against the Qualification Lists provided by the office. Late players should report to the Duty Manager before taking the court.

U. Finals Selection Options When a Club Has More Than One Team in Finals on the Same Day

- i. If a club has more than one team playing in finals on the same day it is assumed that the best players available will be selected in the highest grade team playing. Accordingly, if the club has two consecutive teams playing (e.g. Mens 1sts and Mens 2nds, Mens 2nds and Mens 3rds) in finals on the same day, a player from a higher grade team may be demoted to a lower grade team without seeking a permit to do so. To avoid player qualification problems at host venues it is preferred that the ISV Office be advised if it is likely that this will occur. ISV will then advise the host centre.
- ii. If both teams are not playing finals on the same day in following finals games, the club will require permission from ISV Office to play that player in a lower grade.

EXAMPLES (Bold teams are teams in finals on same day)					SELECTION OPTIONS
MENS A	MENS B	MENS C	MENS D	MENS E	Mens A can play Mens B
MENS A	MENS B	MENS C	MENS D	MENS E	Mens A can play Mens B Mens B can play Mens C Mens A cannot play Mens C
MENS A	MENS B	MENS C	MENS D	MENS E	Mens B can play Mens C
MENS A	MENS B	MENS C	MENS D	MENS E	Mens B can play Mens C Mens C can play Mens D Mens D can play Mens E Mens B cannot play Mens D or E Mens C cannot play Mens E
MENS A	MENS B	MENS C	MENS D	MENS E	Mens A cannot play Mens C
MENS A	MENS B	MENS C	MENS D	MENS E	Mens B cannot play Mens D or E Mens D can play Mens E
MENS A	MENS B	MENS C	MENS D	MENS E	Mens B cannot play Mens D

Notes:

- i) Higher grade players taking advantage of this rule cannot drop more than one grade at a time.
- ii) Lower grade players are entitled to play in higher grades (e.g. MENS C to MENS B or MENS A).
- iii) A = Your club's Firsts, B = Your club's Seconds, etc.

V. Finals Qualifications: Specific Grade Requirements

Specific grade qualifications for each sport will be advised to clubs each season.

BY-RULE 18 - UMPIRES

A. Each home centre is to recruit and pay their own Umpires for games scheduled in their centre.

B. Late Arrival

- i. Umpires are to arrive 20 minutes prior to a game. If the Umpire has not arrived by the scheduled game commencement, an emergency Umpire should be selected to officiate in the whole game. All centres should have a contingency plan in the event that Umpires are late or fail to arrive.
- ii. If a home Umpire is not available, and an Umpire is present within the visiting players and is prepared to officiate, the home team must play one player short. Once deciding to Umpire, the player cannot participate in the game.
- iii. Centres whose Umpires cause a game to start late will mean the relevant home team is penalised according to By-Rule 22 - Game Commencement / Late & Early Starts / Forfeits (b). (Visiting teams will not be affected by this Rule).
- iv. If an Umpire is not available and as a consequence, the game is not played, points will be awarded as per By-Rule 41 - Premiership Points (b).

C. Uniforms

- a. Umpires officiating in ISV sanctioned Tournaments must wear an approved Umpire uniform. The Umpire uniform consists of:
 - i. Umpire shirt
 - ii. Umpire jacket (if required in cold weather)

- iii. Long black track pants (black shorts are permitted in hot weather)
 - b. If an ISV umpire uniform is not available, the Umpire is to wear the uniform of the Centre they are umpiring in.
- D. Any Umpire noted on the Match Report as not wearing either of the above options will cause the home team to be fined (Refer By-Rule 48 - Administration Fines). Captains can note on the Match Report if Umpires are out of uniform.
- E. Centres must select their best and most senior Umpires to officiate in the highest grades.
- F. Umpires are empowered to report players for Misconduct. A Disciplinary Hearing will be established to hear reported cases and Umpires will be expected to give verbal evidence to support their charge.
- G. Umpires should be briefed by Centre Management on relevant By-Rules.
- H. Umpires are responsible for the following paperwork:
 - i. The filling out of scoresheets where appropriate.
 - ii. Collection of Team Sheets signed by all players.
 - iii. Completion of Match Reports in their entirety and signed by the Captains and the Duty Manager.
 - iv. Completion of Vote card for the match.
- I. Umpires must check all uniforms and equipment, especially the ball type, prior to the commencement of the match.
- J. **Incapacitated Umpire / Walk Off by Umpire**
Any Umpire who is unable through illness or unwilling on principle to continue in a match is to be replaced at the time. All measures should be taken to ensure the game is played on the day. (This does not include Umpires who refuse to continue officiating due to the Misconduct of players, in which case the game can be abandoned after consultation with the Duty Manager and the Captains).
- K. Umpires may take non-alcoholic fluid refreshments but are not to eat or smoke during a game.
- L. Complaints regarding Umpire performance are to be made in writing addressed to the relevant Centre Manager and detailing the areas of concern and recommendations for improvement. Complainants may choose to send a copy of the complaint to the Administrative Office for future reference but no action will be taken by the Board except in extreme cases.
- M. Umpires Co-ordinator
 - a. The association may appoint an Umpires Co-ordinator to recruit and appoint umpires to officiate at the relevant host centres. They will supervise the Umpires, assess their performance on the day and adjudicate on Game Rules and By-Rules.
 - b. Centre Management will be expected to give full support to the Umpires Co-ordinator in the event of any disputes.

BY-RULE 19 - TEAM SHEETS

- A. All teams must fill out Team Sheets to signify who played. The Team Sheets are the official record of who played and form the basis of determining player Finals Qualifications.
- B. All players, including substitutes / interchange players must sign the Team Sheet.
- C. Team Sheets must be filled out completely including shirt numbers and printed first name and surname.
- D. Only the number of players entitled to take the court under the rules of the game should be listed on the Team Sheet. Listing an excessive number of players could cause the team to be penalised as per By-Rule 17 - Ineligible Player.

- E. Substitutes / interchange players must have their names on the Team Sheet initialled by the Umpire, as confirmation that they participated for the minimum period required, for the game to count towards their finals qualification.
- F. The host centre must provide Team Sheets for all home and visiting teams. Only the Team Sheets provided by the host centre on match day are to be filled out and signed by participants. Duty management is not to accept any other Team Sheets. Players not prepared to sign under this system are not permitted to take the court.
- G. Player names/signatures on Team Sheets must match up with the players who participated in that particular game. The name a player was registered under and the player's normal signature shown on the Registration/Clearance Form is the same information which should be shown on the Team Sheets. "Nicknames" are not to be used.
- H. The signing-on of players by team mates is a violation of the rules, even if they did take the court. Teams will be penalised as per (d) below if this happens.
- I. Falsification of information/signatures on Team Sheets will mean automatic loss of points earned in the game and, at the discretion of the General Manager, a 2 match suspension of the players involved including the Captain.
- J. In the case of finals games, if the offending team wins they will be declared the loser and the legitimate team declared the winner.
- K. Team Sheets from both teams must be handed to the Umpire prior to the commencement of the match.
- L. A game must start when scheduled when each team has present the minimum number of players needed to play a game and the players have signed the Team Sheet.
- M. Late players must sign the Team Sheet before taking the court. Umpires and Captains are jointly responsible for ensuring that late players do not play before signing.
- N. The Umpire is to hand the Team Sheets to the Duty Manager at the end of the match.
- O. Failure to provide Team Sheets to the Administrative Office by the following round may mean no player is credited with the game and loss of game points could occur as player eligibility cannot be verified.
- P. In the case where Team Sheets can be checked against scoresheets, a player whose name appears on the Team Sheet and who plays but does not sign the Team Sheet must provide a statement, provided by the office, signed by the player and their Centre Manager declaring they did play, for the game to count towards their Finals Qualification. Statements not provided on request from the Office could mean the player is treated as ineligible and the team may lose the points earned in the relevant game. The General Manager is authorised to apply discretion on this matter.
- Q. Any player whose eligibility is challenged by the opposition must provide proof of identification when requested by the Office.
- R. Players who play and score votes and fail to sign the Team Sheet and who fail to provide a statement after being requested by the Office will cause the votes to be discarded.
- S. It is the Team Captain's responsibility to check all players have signed the Team Sheet and to remove the names of players who were listed but subsequently did not participate as members of their team.
- T. A team who has been forfeited against or is drawn to play a team out of competition, must put in a Team Sheet with the results or phone the player names to the Office before the next scheduled round for those players to have the game count towards their Finals Qualifications. Only players currently registered at the relevant club or for whom a Registration/Clearance Form is provided with the results will be eligible under this Rule.

BY-RULE 20 - MATCH REPORTS

- A. Match Reports must be filled out in their entirety.
- B. The Match Report is the place for Umpires, Captains and Duty Managers to note misconduct by players and officials (Including Umpires and Centre Management). Umpires can stop the game to allow themselves time to fill out the Match Report with relevant details if this is necessary.
- C. At the end of the game, the two Captains, the Umpire and Duty Manager must sign the Match Report to acknowledge their awareness of the information on the Match Report. It is the responsibility of the Umpire to seek out the Captains and Duty Manager for their signatures. If a Captain has to leave early, this should be noted on the match report under 'Captain's Comments'.
- D. Captains and Duty Managers may report incidents not noted by the Umpire. Additional Match Report sheets are to be made available for the purpose if necessary and again signed by all parties as above. The reporting person is to be identified in the appropriate section.
- E. Information added, amended or deleted after all parties have signed the Match Report will be disregarded unless all parties are aware of the changes.
- F. Game "start" and "finish" times are to be noted in the appropriate section on the Match Report. If a late start penalty is to be applied, the offending team and the reason must be noted See By-Rule 22(b).
- G. If player Misconduct is to be the subject of a Disciplinary Hearing the nature of the charge, from the list on the back of the Match Report, must be noted and the player or their Captain advised by the Umpire or Duty Manager at the time of signing the Match Report. The category of the charge, however, can be amended at the discretion of the judiciary after hearing preliminary evidence.
- H. Persons who are not noted on the Match Report under the heading "Reported Players" will not be considered as charged. Subsequent charges per letter will not be accepted unless By-Rule 5 (d) is invoked.
- I. Any difficulty in having a reported person's name recorded on the Match Report is to be resolved with the Duty Manager prior to the signing of the Match Report. Intimidation of persons who wish to lay charges should not be permitted by the Duty Manager. Anyone who does not gain co-operation in recording a charge or other information on the Match Report should notify the Office on the Monday following the match.
- J. Red & Yellow card penalties applied for player Misconduct must be noted in the appropriate sections.
- K. The Match Report must be filled out and signed whether any reportable incidents took place or not.
- L. Preferably, the Match Report form provided by the Office is to be used. However, in the event that the official form is not available, any facsimile will suffice. The information must still be countersigned by the relevant parties.
- M. Match Reports must be handed by the Umpire to the Duty Manager at the end of the match. It is their joint responsibility to ensure that all sections are completely and correctly filled out.

BY-RULE 21 - BEST & FAIREST AWARDS

- A. Awards will be given to players considered the Best & Fairest in each grade on votes given by the Umpires during the Home & Away series only.
- B. Votes will be given in each game by the Umpires and noted on the official ISV Vote card.

- C. Players will be rated 10, 8, 6 etc. The key considerations in assessing players will be playing performance and behaviour.
- D. Umpires must give votes for every game (except abandoned or incomplete games) no matter what their opinion is of the game.
- E. Any lost, incomplete or illegible Vote cards will be replaced by the Administrative Office after discussion with the Umpire in question. In cricket, if the umpire is unable to assist, the best players will be those who had the highest positive score after subtracting their bowling runs from their runs scored when batting. Negative bowling figures will be added to batting runs.
- F. Players named on the Vote card whose ratings have been omitted will be given a rating of 10, 8, 6 in order of name on the vote card by the Administrative Office.
- G. Votes for games where Umpires are incapacitated or walk off and are replaced will be given jointly by the 2 Umpires if possible.
- H. Votes scored by ineligible players will be discarded but no replacement votes will be given. Should the ineligible players become eligible, their votes will be reinstated.
- I. Where a game is abandoned or not completed, votes will be given if 90% of the game has been played.
- J. Any player given a Red or Yellow card or is reported and found guilty by Disciplinary Hearing cannot be given votes for the game. In the event that votes are given in this instance, they will be discarded by the Office and no replacement votes given.
- K. Any player suspended by Disciplinary Hearing or under the card system prior the presentation of Best & Fairest awards, is not eligible to win a Best & Fairest award. Suspensions carried over from the previous season will not disqualify players.
- L. Votes scored by players in teams who are withdrawn or omitted during the season will be declared invalid but not replaced.
- M. Umpires must sign the Vote card and are not to discuss the details of their voting with any other person.
- N. The Administrative Office has the right to query Umpires directly or through their Centre Management regarding their assessment of vote getters and make adjustments if subsequently agreed.
- O. At the end of the season, if there is a tie in any one grade, the winner will be the player who scores the most '10' votes. If still tied, then a joint winner will be declared.

BY-RULE 22 - GAME COMMENCEMENT / LATE AND EARLY STARTS / FORFEITS

- A. A late start allowance will apply to teams who are not ready to play at the scheduled game time. The late start allowance is 30 minutes after the scheduled game time.
- B. Teams not able to start a game within the late start allowance will forfeit the game unless By-Rule 23C below is invoked.
- C. If a team arrives after the late start allowance, the non-offending team, after approval by the Duty Manager, may choose to waive the right to the forfeit for the sake of getting the game played. However, once a game has commenced under these circumstances teams acknowledge they are playing for premiership points and all Game Rules and By-Rules, including the penalties listed at 23E below, will apply.
- D. Forfeits can only be declared by the Duty Manager.
- E. Teams will be penalised for causing a game to start after the scheduled game time. The penalties will be as follows:

Teams will be subject to a penalty of 5 runs for every 5 minutes they cause a game to start late. This rule will be subject to a 5 minute allowance i.e. the first 5 run penalty will not apply until 10 minutes has elapsed following the start time.

Example: If a team causes a game to start 10 minutes late, that team will incur a 5 run penalty - 15 minutes late a 10 run penalty to a maximum of a 25 run penalty for a 30 minute late start.

- F. The runs are to be taken off the offending teams score at the start of their batting innings.
- G. Under no circumstances is any game to start without the minimum number of players required to play a game being present. A team which commences playing with less than the minimum number of players may be considered to have forfeited the match. If players are delayed, the game must commence when the minimum number of players from each side are available and have signed the Team Sheet.
- H. In extraordinary circumstances, games can be commenced without the full game fee being paid. However, if all fees are not paid or payback conditions are not negotiated by the end of the first innings the game will be declared a forfeit by the offending team.
- I. If a previous game runs overtime and a team is still late, the penalty will be calculated on the time lapse between the scheduled start time and the actual start time.
- J. If a team has caused a game to start 5 minutes or more late, the time and reason must be noted in the appropriate section of the Match Report.
- K. All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game. Any team failing to arrive on time will forfeit the right to a toss. Refer to specific Game Rules for further guidance on this matter.
- L. Delays in paying game fees, no matter how many players are present, that cause games to start late will be penalised.
- M. Any team disputing Start and Finish times should provide evidence in writing to the Office.
- N. Late players will be subject to the relevant rules governing the playing of the game.
- O. **Umpires Causing Late Start**
All centres should have a contingency plan in the event that umpires are late or fail to arrive. Centres whose umpires cause a game to start late will mean the relevant home team is penalised accordingly.
- P. **Early Starts**
Games can be started earlier but only if all players are present and both Captains and Duty Management agree.
- Q. **Doubleheader Game Times / Break**
The second game of a doubleheader must commence 20 minutes after the completion of the first game even if the first game runs over time. The maximum permissible break is 20 minutes. All teams are entitled to the 20 minute break even if this means the opposition has a longer break due to their first game finishing earlier.

BY-RULE 23 - UNIFORMS

Clubs are to participate in uniforms with distinguishing colours that do not clash with those of other clubs.

- A. Clubs are to participate in uniforms with distinguishing colours that do not clash with those of other clubs. A list of club designs is available from the Administrative Office
- B. All players, including new and existing players, must represent their club in the declared uniform. Superseded uniforms may be used as an interim measure. But playing in another club's uniform is not permitted

- C. Any disputes regarding colours and names will be resolved by the Tournament Advisory Board
- D. Players violating this rule are to be penalised for being out of uniform
- E. In the event of new clubs participating in Indoor Sports Victoria's Tournaments, they will be required to alter their colours if they are too similar in design to an existing club.

The following rules apply to uniforms for all ISV sanctioned Tournaments, including but not limited to Vicleague, Superleague, Majorleague and all relevant state or zone titles:

A. Men's Grades: Pants/Shorts

Mens players have the option to wear full length sports pants or shorts without restriction on who can wear long pants or shorts subject to complying with the 80% rule. (Refer Rule (c) below for exemption for Vicleague)

B. Mixed Grades: Pants/Shorts

- a. Male players in Mixed teams have the option to wear full length sports pants or shorts without restriction on who can wear long pants or shorts subject to complying with the 80% rule.
- b. Female players in Mixed teams have the option to wear full length sports pants or shorts without restriction on who can wear long pants or shorts subject to complying with the 80% rule.
- c. Male and Female garments in Mixed grades must contain at least 80% of the same colour.

C. Vicleague Competition Only

Players cannot take the court in a mixture of long pants and shorts. Either everyone plays in shorts or everyone plays in long pants. Whichever option they choose, all players must wear the same style and length of garment containing at least 80% of the same colour as their teammates.

D. Matching Shirts

All players in each team are to dress in matching short sleeve or long sleeve leisure shirts of the same style and colour. (Note: Shirts with collars are not the same style as shirts without collars.

E. Numbers

- a. Teams must wear tops that contain numbers fixed on either the sleeve or back of shirt.
- b. All players in each team must wear the same style of top with the number in the same position.
- c. Number sizes are to be no less than 75mm deep (On the sleeve or skirt) and 150mm deep (On the back) and should contrast in colour to the background it is fitted to.
- d. No player is to use the same number in the same game as another member of their team.

F. Club Sponsors

- a. The primary areas for club sponsors are back and front of shirts
- b. Clubs should avoid cluttering the number area with sponsor logos causing the player's number to be crowded
- c. Club sponsor logo may differ on individual shirts.

G. Wash and Wear

Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly.

H. Yellow Shirts

The colour yellow is not to be the dominant colour in cricket shirts. (This is to reduce the problem of batters losing sight of the yellow cricket ball against the bowler's yellow shirt).

I. Tucked In

Shirts must be tucked into the waist of pants. Refusal to follow an umpire's instruction on this matter could involve the application of a Yellow or Red card.

J. Preferred Design

A drawing of the preferred shirt design indicating the position of various components is provided below under 'Preferred Shirt Design for ISV Tournaments'.

K. Penalty

Individual players out of uniform are to be penalised 5 runs per item of incorrect clothing to a maximum of 10 runs per player, and a maximum of 40 runs per team. An item is pants, shirt, cap, accessory, footwear, number or jumper (e.g. If a player has incorrect shirt, pants and cap, the maximum penalty is 10 runs).

L. General Notes: Pants/Shorts

- a. The colour yellow is NOT to be the dominant colour in shorts or long pants.
- b. Pants or shorts may or may not have pockets, flies, elastic bottoms, elastic or tie waist, built-in knee pads or zip legs.
- c. Variation in colour through wash and wear will be tolerated as long as the colour has not varied too significantly.

M. Caps

Caps can be worn if peak-styled and contain at least 80% of one of the colours submitted to Indoor Sports Victoria as a club colour.

N. Accessories

- a. Knee pads, elbow pads, sweat bands and hand towels are acceptable accessories.
- b. Colours may vary.
- c. Pull-on knee pads are to be worn under long pants.
- d. Hand towels are permitted and may be tucked into the back of the player's pants or shorts when not in use.

O. Jumpers

Jumpers / jackets are not to be worn over shirts during the game. They can be worn under the shirt and only after approval by the Umpire. This rule will be excepted if the jumper / jacket is the same colour and design as the team shirt and, if long sleeved, is also numbered on one sleeve.

P. Exemption

A player may be exempted from the above regulations for medical reasons. If so, a doctor's certificate stating the reason must be provided to the Office and, if approved, subsequently provided as evidence to all games.

Q. Umpire Inspection

- a. Umpires are to inspect the uniforms of both teams before the match starts
- b. The Umpire is the judge of the correctness of a uniform in the first instance. In the event of a dispute with the Umpire, the Duty Manager will make the final decision after consultation with all relevant parties and these By-Rules
- c. The opposition may challenge a player's uniform if overlooked by the Umpire prior the start of the match. An opposition player's uniform may only be challenged up to the commencement of the second over of the second innings.

R. Player Body Piercing and Jewellery

- a. Players must remove, or tape over, all body piercing and must also remove all jewellery including watches, before taking the court. However exceptional circumstances, such as emergency medical alerts, may be individually assessed by the Tournament Director

MISCELLANEOUS

A. SUPPLY PROBLEM

Problems caused by suppliers delivering new uniforms late will not excuse teams from being subject to these rules. If uniforms are delayed, clubs can use alternative garments (Eg. Old shirts or plain white T-shirts with numbers taped on the sleeves, as an interim measure). Clubs are not restricted to taking the court in their designated club colours if the supply of garments has been delayed.

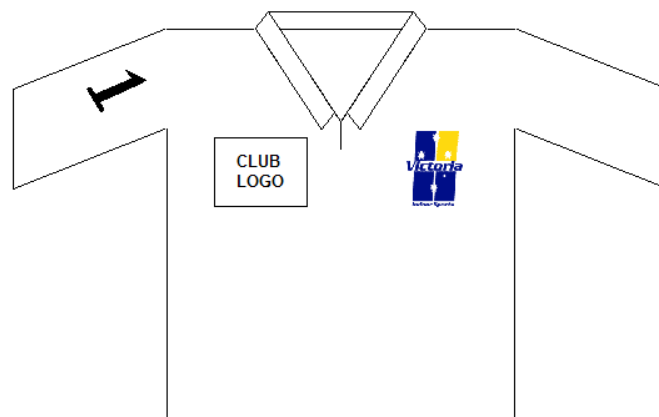
B. DESIGN CHANGE

A club who has changed uniform design may continue to use the old club uniform so long as each member in the team wears the same uniform and it conforms to the above By-Rules.

C. FINALS

All finals host centres are required to enforce the Uniform By-Rules irrespective of any argument that a team has been able to take the court illegally with players out of uniform during the season.

Preferred Shirt Design for ISV Tournaments



FRONT



BACK

BY-RULE 24 - AMATEUR STATUS

- A. Indoor Sports Victoria competitions are staged for participants who play for the love of the game. Clubs are not permitted to pay players in money, goods or services for performance. Exception: One Coach per club may be paid.
- B. Clubs can cover the following player costs: travelling; uniforms; game fees; refreshments; insurance.
- C. The Board reserves the right to question any player or club concerning alleged payments to players. Any player who on the evidence available is shown to be remunerated in any manner will cause their team to lose all points earned in games participated by the player, and the player will be disqualified indefinitely. Further disciplinary action could be taken by the Board against the club as a whole.

BY-RULE 25 - FEES

- A. **Game Fees**

Game fees will be designated by the Board prior each Tournament. The host centre will be paid the full game fee by each participating team regardless of the number of players participating in each team. (Also refer to By-Rule 35 - Forfeits).
- B. A forfeit will be declared against the offending team at the end of the first innings, quarter, set or half (As appropriate) where the prerequisite game fee has not been paid or pay back conditions have not been negotiated.
- C. Whether a team is permitted to play whilst making a short payment of a game fee will be a matter for negotiation between the host Duty Management, the relevant team and its Centre Management. Collection of short payments is the host centres responsibility. Penalties will not be applied for non-payment. Short pays are to be billed to clubs payable similar to forfeit fees. Refer to By-Rule 35 - Forfeits (c).
- D. **Team Nomination Fees**

For League type Tournaments, members will pay ISV a designated Team Nomination Fee to cover Administrative costs. The fee is payable whether the team is omitted or withdrawn from competition and will be billed under terms applied by the Board at the start of the season.
- E. A club who withdraws a team after the designated date for team withdrawal will be required to pay the Team Nomination Fee.
- F. All fee payments are the responsibility of the acknowledged full member or associate member.
- G. Members who delay payment of any ISV invoice to beyond the due date noted on the invoice will cause each of their teams to lose 1 x Premiership point for each round played after the due date.
- H. Payments overdue 2 rounds after the due date will cause the next round of ISV games scheduled at the offending centre to be rescheduled to another centre or centres subject to teams being given adequate notice.
- I. Members unfinancial up to and including fees owed for the month prior any round of finals cannot participate in finals.
- J. Teams who play and win whilst their centre is overdue could have the result overturned at the discretion of the Board and the teams disqualified from further participation in the Tournament.
- K. Dishonoured cheques will cause retrospective penalties to be applied if the member would otherwise have been overdue at the time the cheque was first presented.

- L. Forfeit fee payment: refer to By-Rule 35 - Forfeits (c).

BY-RULE 26 - GAME RULES

The Board will confirm the game rules applying to the playing of interclub games at the start of the season. The following rules will be included:

A. Disputed Umpire Ruling

- i. If a team believes that an Umpire has incorrectly interpreted a rule, only the Captain, if on court, or through one of the players, if off court, can approach the Umpire to question the ruling. The issue must be resolved there and then and the game recommenced without further discussion.
- ii. No coach, player or spectator is permitted to approach an Umpire from outside the court. All approaches to Umpires must be made by request through the players on court. Any violation of this rule will be automatically penalised.
- iii. The prevailing Official Rules of the Game or this By-Rules book should be referred to if necessary.
- iv. If the Umpire agrees with the disputing party then the Umpire must decide there and then whether any score will count.
- v. If the Umpire had been interpreting a rule incorrectly on earlier occasions in the match, he/she should, with the agreement of the Captains, continue to do so for the rest of the match for the sake of consistency.
- vi. An Umpire must not make retrospective alterations to the score if he/she becomes aware that an incorrect ruling has been made during a match, except on the first occasion it is brought to their notice.
- vii. The Umpire's decision will be final and no appeal will alter the result.
- viii. Games will not be replayed because of controversy over rules and umpiring.

B. Off Court Zone Restrictions

- i. Players and coaches not on court in a match in progress are restricted from being present in the off court zone between the running crease and the wall to which the Umpire's stand is attached. Spectators are permitted in this area. As per existing rules, any query with the Umpire must be made through the players on court.
- ii. Coaching may take place from behind the bowler's end net or along the sideline from the bowler's end conduit to the running crease.
- iii. **Penalty**
Umpires can apply a yellow or red card to any person infringing this rule.

C. Other Game Rules

- i. **Re-bowled Balls: Last Three or Four Balls Each Pair**
The batters' option to have a ball re-bowled will now only apply to the last 3 balls of the last over to each pair (6 ball overs) and the last 4 balls of the last over to each pair (8 ball overs).
- ii. **Huddles**
Restrictions are placed on the timing and length of huddles. The following is a summary of the rules applying to huddles:
Can Do:
The fielding team can rush in to congratulate their team mates at the fall of a wicket. At the same time, they can also unite to give their battle cry but must then immediately get into position to bowl the next ball.
The team can huddle to discuss tactics at the change of batting pairs but must be

ready to commence the first delivery as soon as the new batters are in position.

Can't Do:

The fielding team is not permitted to form huddles between deliveries, (Except at the fall of a wicket)

Batters are not to hold up play after the fall of a wicket and (As per Game Rule 10d) should have taken strike when the bowler is ready to bowl provided they have been given reasonable time to do so.

Penalty:

The fielding team Captain is to be penalised for time wasting if the rule is contravened. The first violation will cause the Umpire to warn the Captain. The second violation will cause a Yellow Card to be applied and the third violation will cause a Red Card to be applied which means the Captain will be removed from the game and suspended for one match.

iii. **Mixed Cricket**

A mixed side may be made up of 6 women and 2 men. Two women will have to be nominated as male players before the start of the match, and play as men through the match (with all male restrictions).

iv. **Mankad**

When the non-striker holds their crease and a bowler makes an unsuccessful mankad attempt in any over, the non-striker will be credited with 2 runs. The unsuccessful mankad attempt does not count as part of the over and the 2 runs credited will not affect the score off the previous or the following delivery. Not removing the bails is still considered a Mankad attempt.

Note: this is a change to CA Rule 17F (v) only. All other clauses in the Mankad rule remain the same.

BY-RULE 27 - LIGHTING

- A. Centres must turn on a full set of lights for each court in use regardless of the natural lighting conditions. They must have warmed up to their brightest glow prior to the scheduled warm up time (5 minutes prior to game commencement). The spirit of the rule is that the match is played under the same lighting conditions. No additional lighting can be switched on or off during a match to allow for changed lighting conditions unless both Captains, the Umpire and Duty Manager agree. Penalties may be applied to the home team if this rule is violated.
- B. Where lighting is reduced for any reason and cannot be readily replaced, the Captains, Umpire and Duty Manager will jointly decide whether to continue the game on that court or another court if available. There must be 3 people within this group in agreement before a game is called off for poor lighting. The decision to continue a game in reduced lighting should only be made after careful consideration of the effect on the safety of the players.
- C. The result of games abandoned due to light failure will be resolved by the Board.

BY-RULE 28 - COURT MARKINGS

Court lines and tapes must be clearly visible, in good condition and marked as per the dimensions described in the prevailing Official Rules of the Game. Continued non-conformity could lead to home games being transferred or penalties being applied to teams.

BY-RULE 29 - FACILITY REQUIREMENTS

Unsuitable Courts

- A. Courts declared unsuitable ISV sanctioned events may be banned from holding further matches. This decision will be based on the results of the ISV Facility Assessment.
- B. The Board will be the judge of a court's condition.
- C. All games scheduled on this/these courts will be rescheduled by the Board until such time as the necessary maintenance is carried out.

BY-RULE 30 - GAME / COURT ALLOCATION

On match day, it is the responsibility of the Captain to ensure that their team is aware of and participates on the court allocated for their game at the fixtured time. Centre Management in turn should ensure that the game board is written up clearly and accurately, courts are readily identifiable and Umpires are holding the correct paperwork for their game.

BY-RULE 31 - PRE MATCH PRACTICE TIME

- A. Each team will be given a 5 minute period on court to practice and/or warm up subject to that team being ready 15 minutes prior to the scheduled commencement time.
- B. If a previous game is running late, teams will not be given practice time on the court. Teams will be required to start the game as soon as the umpire is ready.
- C. Teams are expected to provide their own practice balls. Centres are not obliged to provide practice balls.

BY-RULE 32 - PLAYING EQUIPMENT / BALLS

A. General Equipment

The host centre will supply playing equipment including batting and wicket keeping gloves, bats, stumps and balls. Players can use their own equipment subject to fitting within the rules.

B. Balls

- i. All games will be played using new balls (1 per team per game) as manufactured. Refurbished or recovered balls are not permitted for use in Indoor Sports Victoria Tournaments.
- ii. The brand and type of ball to be used by each grade will be designated each season by the Board.
- iii. The host centre is to provide two new balls of the same brand and type for each Home and Away game fixtured at their centre. This includes doubleheader games.
- iv. Umpires must inspect the balls provided to ensure that the correct type for the grade is used. No game is to proceed unless the correct ball is used.
- v. The Umpire must note on the Match Report if any game is played that does not use two correct balls.

C. Damaged Ball

- i. Centres are required to have new and one innings old replacement balls in the event of damage. If a ball is damaged during the game, the following will happen:
 - a) **First 4 overs:** ball to be replaced by new ball.
 - b) **5th over plus:** ball to be replaced by one innings old ball. In this case, both Captains are to be shown the replacement ball for their approval. In the event of a dispute, the Duty Manager will have the final decision.

- ii. New balls must be used for all games. Exception: Best ball available can be used only if the game was unlikely to be played through lack of new balls and both Captains agree to accept the condition of the ball or balls used.
- iii. If only one correct ball is available prior to game commencement (Whether new or old) this is to be used for both innings. In this case, the home team will forfeit the right to a toss. The visiting team will choose their batting innings.
- iv. No game will be sanctioned by the Board where a ball is intentionally used other than the correct ball. If a game is played, either or both teams will be considered to have played the game outside the Rules and will forfeit any points earned in the game. The matter may be further reviewed by the Board and disciplinary action taken if warranted.
- v. Any team found substituting; deliberately scuffing, gouging or attempting to reshape the ball will be penalised 10 runs. When the offending player is known, they will be ordered off the court and will receive a minimum 2 weeks suspension. The team may also be subject to penalty at the discretion of the Board who will review all cases involving ball tampering.

D. Supply Shortage of Balls

In the case of unavailability of the recommended ball:

- a) Contact centres of visiting teams who have spares.
- b) Use one innings old or best ball available. Advise captains why this is necessary. Visiting team should be given the option to choose their ball.

E. Finals

The host centre is to provide two new balls of the same brand and type for each final fixtured at their centre.

F. Ball Collection

The responsibility for collection of balls at the end of the game lies with the host centre Umpire.

BY-RULE 33 - THE TOSS

Unless contrary to the Official Rules of the Game:

- A. In Home and Away games, the visiting team, or the team named second on the fixture, will call.
- B. In Finals games, the team who finished highest on the ladder after the Home and Away series will be the first named team and will call.
- C. All teams are to be present at the court allocated for their match to do the toss 2 minutes prior to the scheduled commencement of their game. Any team failing to arrive on time will forfeit the right to a toss.

BY-RULE 34 - PLAYERS SHORT / INELIGIBLE PLAYERS AS FILL-INS

- A. If a club's A and B teams are fixtured at the same time at the same venue and enough players from the same club are present to form 2 teams, then the players are to be shared across both teams. If only one team can be selected, it must be the A team. The same process is to be followed with any other combination of teams. (Penalty: Lower grade game result may be overturned by the Board).

- B. Games may be played using ineligible players as fill-ins but they will be considered practice matches. The non-offending team will be awarded forfeit points although a forfeit will not be counted against the offending team.

BY-RULE 35 - FORFEITS / TEAM WALK OFFS / INCOMPLETE GAMES

A. Forfeits

Any team that is fixtured to play a game but fails to turn up and play according to Indoor Sports Victoria rules is considered to have forfeited the game, regardless of giving advance notice.

- B. Before any game is declared a forfeit or abandoned, all the relevant facts of the matter should be carefully considered in a calm manner between the Duty Manager, Umpire and Team Captains. In the event that no consensus can be reached, the ultimate deciding authority is the Duty Manager. Every effort must be made to play the game if it can be done so within the Rules. Umpires are not entitled to declare forfeits in their own right except as in By-Rule 2 - Tournament By-Rules & Official Game Rules (e) (ii).
- C. If the away team forfeits, the full match fee is to be paid to the home centre.
- D. Forfeit fees will be billed on the relevant centres monthly invoices by ISV.
- E. A club must pay all forfeit fees it owes prior the commencement of finals before any of the club's teams can be eligible for finals.
- F. Team Captains and / or players are not to notify opposition clubs of their intention to forfeit. Team Captains or players should notify their Centre's Duty Manager of their intention to forfeit and Centre Management must decide whether to inform the opposition of an impending forfeit, or attempt to find replacement players. Clubs should not accept forfeit notification from a Captain or player and must confirm the information with the Centre Manager or Duty Manager before notifying players and Umpires.
- G. Any team which forfeits three (3) times will be excluded from further competition and will cause all that club's teams to be omitted from competition unless the club or centre pays the full match fee to each of the home centres scheduled to play the forfeiting team in the remaining rounds. If a centre withdraws their team within the first five rounds of the season, clubs are only required to pay forfeit fees for the first five rounds.
- H. A club who has two teams withdraw or be excluded from one particular sport in the one season will cause all that club's other teams to be omitted from competing in that sport whether or not they are prepared to continue to pay for the excluded teams scheduled away games in the remaining rounds. The first two forfeit fees for each team are payable to the relevant centres. However, further forfeit fees are not payable once the club has been excluded from competition. (Note: Exclusion from one sport does not disqualify the club from continued participation in other sports.
- I. Teams who forfeit will not be permitted to make up the game at an alternative time or venue.
- J. Forfeited Home and Away Game-Points for Non-Offending Team: Refer to By-Rule 40 - Premiership Points (b).
- K. Forfeited Finals: Refer to By-Rule 17 - Team Selections & Finals Qualifications (p).
- L. **Team Walk Offs**

Should a team walk off prior to a match being completed, without due cause and regardless of how much time is left, any points earned in the game will be lost and the Captain and players will be subject to suspension after review by the board. The non-offending team will be awarded the win plus skins / bonus points / runs / goals / sets won at the time or the average

scored against the opposition up to the relevant round, whichever is the highest. The offending team will not have the game counted towards their finals qualifications.

M. Incomplete Games

A match where a team is reduced to less than the minimum number of players required to be on court through send offs, injury, illness or emergency requiring immediate personal attention that occurs during the match, will be considered an incomplete game. Incomplete games are not counted as forfeits. Points will be awarded as per By-Rule 41 - Premiership Points (g).

N. Players in higher grades who forfeit, or have a forfeit against them, need permission by ISV to play in lower grades. Penalty: Loss of points.

BY-RULE 36 - TEAM OUT OF COMPETITION (Effect on Tournament)

- A. In the event that teams withdraw or are removed from competition, a grade's fixture will not be redrawn except at the Board's discretion.
- B. A team drawn to play a team out of competition will be awarded half win points plus $\frac{3}{4}$ of skins.
- C. When there is no disadvantage to any team, no points will be given.
- D. A grade that is reduced to less than 4 teams may have the Home and Away games discontinued. Whether a final is played or Best & Fairest trophy awarded will be at the discretion of the Board.
- E. If a club's team is omitted or withdrawn from competition, as of the immediate next round any player who has played 45% of their games with that team will be ineligible to play in lower grade Home and Away matches or Finals (Whether they are qualified to play in Finals or not). The calculation will be based on games played up to and including the last round fixtured for the relevant team and will be rounded to the nearest whole number.
- F. Teams drawn to play teams out of competition must provide a Team Sheet with the names of intended players to have the game added to their Finals Qualifications. Names must be received by the office before the next scheduled game is played.
- G. Best & Fairest votes given to members of a team subsequently out of competition will be declared invalid. Votes given to opposition players will count.

BY-RULE 37 - CENTRE CLOSURE (Effect on League Games)

Teams from clubs which cease to operate during the season and who wish to stay together and continue in competition can only do so at the discretion of the Board and under conditions it imposes.

BY-RULE 38 - GAME CHANGES /TRANSFER TO ANOTHER VENUE

- A. There will be no changes to the fixture except under extreme circumstances (E.g. power failure, storm damage, centre closure, teams out of competition, teams filling vacancies and vandalism) and By-Rules (b) & (c) below. In the case of power failure, flooding and vandalism, every effort must be made to transfer the games to an alternative, suitable venue time permitting and Captains being agreeable. If prior knowledge is known of the circumstances, the Office should be advised.
- B. A Home & Away game time, (Not finals) can be changed when the benefit is to the visiting team and they and the home team are agreeable. However, if a forfeit is caused through confusion over the correct time, there may be no penalty applied. The Board will assess any such situation.
- C. The Administrative Office is to be advised if there are any changes to game times.

D. State or National Representation

Teams who have 3 or more players selected to represent Indoor Sports Victoria are entitled to play their games on preselected dates to reduce the problems caused by player unavailability. If teams take up their entitlement, negotiations must be between the owner/operators, not the teams. The teams affected by state or National representation will have priority in the event that both parties cannot agree on times. Teams who fail to agree to the game changes will be considered to have forfeited the game. The Board will advise the preselected dates each season. Only Home & Away games can be rescheduled. Every effort should be made to play rescheduled games before the 2nd last round of each season.

BY-RULE 39 - INCOMPLETE, UNCOMMENCED, ABANDONED GAMES

- A. The result of any game which is not completed, commenced or abandoned for reasons other than forfeits will be determined by the Board when these By-Rules do not provide clear guidance to the Office.
- B. Incomplete, uncommenced or abandoned games will not be replayed or played at another time. Finals may be replayed at the discretion of the Board.
- C. The host centre may be required to refund all or part of any match fees collected for incomplete games.

BY-RULE 40 - PREMIERSHIP POINTS: VICLEAGUE & SUPERLEAGUE SEASON

A. Game Points

- a. Win Points = 4
- b. Tie points = 2 each team

B. Skin Points

- a. 1 x skin point per batting pair.
- b. A tied batting pair will jackpot the skin point forward to the next pair or backwards in the case of the last pair.

C. Forfeit Points

Teams who are forfeited against will be awarded win points plus $\frac{3}{4}$ of skins or win points plus average skins scored in the round if the offending side has not played. Note: Skin points will be rounded to the nearest whole number, $\cdot 5$ to be rounded down.

D. Bye Points

- a. Points are not given for byes.
- b. In grades where some teams are fixtured more byes than others, teams fixtured an additional bye will be awarded half win points plus 2 skin points.

E. Team Out of Competition: Points for Fixtured Opponents

- a. A team drawn to play a team excluded by the Board or withdrawn by a club will be awarded half win points plus $\frac{3}{4}$ of skins.
- b. When there is no disadvantage to any team, no points will be given.

F. Team Filling a Vacancy / Team Added to Tournament

A team filling a vacancy or added to the Tournament will be given win points and skins/bonus points/runs/goals/sets for and against equal to the team lowest on the ladder and will start in bottom position.

G. Ineligible Players: Team Penalty

Teams will lose points as per By-Rule 16 - Ineligible Player if they play ineligible players.

H. **Incomplete Games**

Where games have commenced then been stopped because a team is unable to play with the minimum number of players for reasons such as loss of players to injury, illness, send off or emergency requiring immediate personal attention that occurs during the match, the following points will be awarded:

- a. non-offender: will be awarded balance of skin points remaining in game plus win points.
- b. offender: will be awarded skin points won in game.
- c. only runs where both sides have completed the same innings will count for percentage.

I. **Team Walk Off: Points to Opposition**

Should a team walk off prior a match being completed, the non-offending team, will be awarded the win plus skins / bonus points / runs / goals / sets won at the time or the average scored against the opposition up to the relevant round, whichever is the highest. The offending team will be awarded no points or score.

J. **Administrative Penalty Points**

Premiership points are deducted for centres being unfinancial and other reasons as decided by the Board from time to time.

BY-RULE 41 - LADDERS & RESULTS

- A. Ladders and Results will be distributed to clubs after each round.
- B. Where teams are penalised premiership points, the reason will be noted at the base of the relevant ladders.
- C. Percentage is calculated by taking a team's total score and dividing it by the total scored against it by the opposition and multiplying by 100.
- D. The ladder position is determined by the following criteria:
 - a. Highest Total Points.
 - b. Highest number of Wins and Ties (a Tie = Half a Win) (If equal on Total Points).
 - c. Highest number of Skins (If equal on Total Points and Wins).
 - d. Highest Percentage (If equal on all of the above).
 - e. Highest number of Runs scored (If equal on all of the above).
- E. If "against" is more than "for", the lowest minus score will be the highest difference.

BY-RULE 42 - FINALS

A. **Final 4**

Grades with 6 or less teams will play a Finals series involving the 4 teams who finished highest at the end of the Home & Away series. The format is as follows:

Game 1 - Elimination Final	3rd v 4th
Game 2 - Qualifying Final	1st v 2nd
Game 3 - Preliminary Final	Loser Game 2 v Winner Game 1
Game 4 - Grand Final	Winner Game 2 v Winner Game 3

B. **Final 5**

Grades with 7 teams will play a Finals series involving the 5 teams who finished highest at the end of the Home & Away series. The format is as follows:

Game 1 - Elimination Final	4th v 5th
Game 2 - Qualifying Final	2nd v 3rd
Game 3 - First Semi Final	Loser Game 2 v Winner Game 1
Game 4 - Second Semi Final	1st v Winner Game 2
Game 5 - Preliminary Final	Loser Game 4 v Winner Game 3
Game 6 - Grand Final	Winner Game 4 v Winner Game 5

C. Final 6

Grades with 8 or more teams will play a Finals series involving the 6 teams who finished highest at the end of the Home & Away series. The format is as follows:

Game 1 - First Elimination Final	4th v 5th
Game 2 - Second Elimination Final	3rd v 6th
Game 3 - First Semi Final	Winner Game 1 v Winner Game 2
Game 4 - Second Semi Final	1st v 2nd
Game 5 - Preliminary Final	Loser Game 4 v Winner Game 3
Game 6 - Grand Final	Winner Game 4 v Winner Game 5

- D. The Board reserves the right to change a Finals format should a grade be reduced to less than 5 teams or to suit special circumstances.
- E. The Board will determine the dates on which each grade will play its Finals games. These will be noted on the fixtures which will be sent to each participating club.
- F. The first named team on a finals fixture will be the team who finished highest after the Home and Away series.

BY-RULE 43 - DRAWN FINALS

A. Minor Finals

- a. If teams are tied on runs scored, then the winner will be the team who scored the most skins.
- b. If still tied, the team who finished higher on the ladder after the Home & Away series will be declared the winner.

B. Grand Finals

If teams are tied on runs scored, then the winner will be the team who scored the most skins.

- C. If still tied, a mini game of 8 overs will be played immediately after the drawn game. The following rules will apply:
 - a. **Break**
There will be a 5 minute break only between the drawn game and the mini game.
 - b. **Umpire**
The same Umpire is to officiate if available.
 - c. **Players**
The same players from each team who were listed on the Team Sheet to play in the drawn game must play in the mini game unless injured.

- d. **Injured Player(s)**
A player injured during the drawn game can be replaced under the Substitute Rule by a qualified player who has not played in another Grand Final.
- e. **Balls**
Same balls to be used as were used in the drawn game.
- f. **Toss**
New toss required.
- g. **Game Fee**
No extra charge.

BY-RULE 44 - FINALS VENUES / ALLOCATION SYSTEM

- A. Finals games will be allocated only to full members.
- B. The number of games allocated will be in proportion to the number of teams the full members have entered in each sport.
- C. Other criteria will affect the allocation including court requirements and availability, previous allocation of finals, sharing of game income and playing games together to create atmosphere.
- D. The finals fixture will be compiled by the Administrative Office.

BY-RULE 45 - TROPHIES

ISV will provide end of season trophies for each grade as follows:

- A. Premier Player Award
- B. Runner up Player Award
- C. Premiership Club Award
- D. Best & Fairest Award

BY-RULE 46 - TOURNAMENT STATIONERY

- A. The Office will provide the following stationery for use by clubs: Match Reports and Scoresheets and combined Registration/Clearance Forms. Clubs can get Team Sheets, Vote-cards, and scoresheets emailed on request or via the internet.
- B. Copies of all paperwork (Except vote cards) must be made available on match day for each team. The originals are to be retained and passed onto the Office.

BY-RULE 47 - RESULTS FAX / EMAIL & PAPERWORK TO BE SENT VIA MAIL

- A. **Results FAX / EMAIL**
All scores are to be either faxed or emailed to ISV on the sheets provided upon completion of the last game, or by Monday 9:00am. Failure to fax or email scores to ISV when required will cause the offending centre to be fined.
- B. **Paperwork sent via post**
Centres will be provided with self-stamp addressed envelopes for their results to be sent in. Centres are required to send results straight after games have commenced in order for ISV to get results in as early as possible. If possible centres may also drop results into ISV before Monday, 9.00am.

BY-RULE 48 - ADMINISTRATIVE FINES

Centres that do not provide the expected level of administrative support may be subject to a loss of premiership points for every incorrect or omitted administrative item. The following is a list of the problems which can be subject to fines:

- Failure to write in game times on Match Reports.
- Failure to collate paperwork in game order.
- Incorrect application of the Best & Fairest voting system.
- Incorrect information on Score Sheets (Leading to wrong team being identified as the winner).
- Failure to write names and sign Team Sheets.
- Missing paperwork.
- Failure to email scores to ISV.
- Failure to have mailed results to ISV by Monday.
- Inappropriate, offensive writing or illustration on paperwork.
- Umpire out of uniform.
- Failure to sign Match Reports or Vote cards.
- Failure to identify umpires.
- Failure to nominate Player of the Match winners.
- Incorrect game description.
- Missing uniform numbers on Team Sheets.

The fines will be as follows:

- First offence: warning
- Second and subsequent offences: 0.3 premiership points deducted from each team.

The General Manager can apply discretion to overlook minor offences by centres with a good administrative record. Once the fines have been applied, there will be no recourse.

BY-RULE 49 - SPONSORSHIP

Operators and participants will be expected to support the terms of sponsorships applicable to sanctioned ISV Tournaments.

APPENDIX 1: GAME VARIATIONS

20/20 GAME FORMAT- MAJORLEAGUE

The following variations will be in force when the 20/20 version of the game is played.

VARIATION TO BY-RULE 26 - GAME RULES

The 20/20 double innings game will be played under the same conditions as the single innings game except for the following Game Rules and By-Rules:

A. GAME DURATION

- a. Each team will play two innings of 10 overs. Teams will bat alternately.
- b. Over length will be 6 balls.
- c. There is no break between any innings. Changeover is immediate.
- d. The full game must be completed as per the Rules for a winner to be declared.

B. BATTING

- a. Each Innings will consist of 10 overs with 6 balls per over.
- b. 1st two batting pairs will bat for 5 overs each.
- c. Batters will continue batting for the entire 5 overs, whether they are dismissed or not.
- d. Double play concept will still be a part of the twenty 20 game.
- e. Then the teams will change and the opposition will bat for two batting pairs, 5 overs each.
- f. This will be the first innings. 2 points will be awarded for the 1st innings win.
- g. Teams will change and the first batting team will bat the 3rd and 4th batting pairs, 5 overs each.
- h. Then the opposition will bat their 3rd and 4th batting pairs, 5 overs each.

C. FIELDING

- a. When fielding, 4 players will each bowl 2 overs and 4 players will each bowl 3 overs. In a mixed game, 2 males and 2 females will bowl 3 overs each. (except in the case of Rule 8: Player short/Substitutes/Injured players).
- b. The fielding captain will decide which order the bowlers bowl, remembering you can't bowl two in a row.
- c. If a team is 1 player short, when batting after 15 overs, the captain of the fielding side will nominate 1 player to bat again in the last 5 overs with the remaining batter.
- d. When fielding, after 18 overs, the captain of the batting side must choose 2 players to bowl the 19th and 20th overs. The non-consecutive rule still applies.
- e. If a team is 2 players short, when batting after 15 overs, the captain of the fielding side will choose 2 players to bat again in the last 5 overs.
- f. When fielding after 16 overs, the captain of the batting side must choose 2 players to bowl 2 of the last 4 overs. The non-consecutive rules still applies.

D. LATE PLAYERS

- a. Individual players arriving late may take part in the match providing their arrival is before the commencement of the 1st over of their team's 2nd innings.
- b. If an individual player arrives after the commencement of the 1st over of their team's 2nd bowling innings, or before the start of the 6th over of their team's 2nd batting innings, whichever comes first, they may take no further part in the game except as a fielder or

wicket-keeper at the discretion of the duty manager. A player must have bowled to be able to bat, and vice-versa.

E. DISMISSALS PENALTY: 5 RUNS

- a. Batters will be penalised 5 runs for a dismissal. This means a double play will incur a 10 run penalty.

F. DOUBLE PLAY DISMISSAL

The "double play" concept will be available as a means of getting an extra wicket.

- a. A "double play" is achieved when the striker and non-striker are both dismissed on the same delivery.
- b. The second dismissal is a "double play" and can only take place at the non-striker's end.
- c. The non-striker is the only batter that can be involved in the second dismissal of a "double play".
- d. A "double play" **cannot take place when Run Out, Interference or Third Ball** is the first dismissal.
- e. **A "double play" is affected when:**
 - i. Striker is Bowled and non-striker is Run Out (Or Interferes).
 - ii. Striker is Stumped and non-striker is Run Out (Or Interferes).
 - iii. Striker is Caught and non-striker is Run Out (Or Interferes).
 - iv. Striker is LBW and non-striker is Run Out (Or Interferes).
 - v. Striker is out Hit Wicket and non-striker is Run Out (Or Interferes).
- f. In Mixed games, a "double play" cannot be affected after a catch is taken from a direct hit to the 6 net.
- g. After the 1st dismissal in a "double play", it is the responsibility of the non-striker to regain their ground at the running crease even if the batters have crossed.
- h. The fielding team may make any number of attempts to affect a run out during a "double play" whilst the non-striker is out of their ground. Once a player has made ground safely, the ball is dead and the second dismissal of the "double play" cannot be affected.

G. NO BALL, WIDE & LEGSIDE DELIVERIES (Last Over Each Pair)

A No Ball, Wide or Leg side delivery is included in the over except in the last over of each pair when the last 3 balls will be re-bowled at the discretion of the striker. This applies to both first and second innings.

VARIATION TO BY-RULE 40 - PREMIERSHIP POINTS

A. Win Points

- a. Overall Win = 4 points
- b. Tie = 2 points

B. 1st Innings Win

Leader after 1st innings has been played will be allocated 2 points.

C. Skin Points

1 Skin point for each batting pair of the game.

Note: Teams can win a total of 10 points per game:

- i. 4 points for an overall win
- ii. 2 points for 1st Innings win
- iii. 4 Skin points

D. Forfeit Points

These will be calculated to the nearest half point or full point.

APPENDIX 2: PLAYERS & OFFICIALS CODE OF CONDUCT

- A. Every person : spectator, player, club member, official, umpire, participant, administrator, coach, parent or member involved with our sports should work to ensure:
- Inclusion of every person regardless of their age, gender or sexual orientation
 - Inclusion of every person regardless of their race, culture or religion
 - Opportunities for people of all abilities to participate in the sport and develop to their full potential
 - Respect is shown towards others, the club and the broader community
 - A safe and inclusive environment for all
 - Elimination of violent and abusive behaviour
 - Protection from sexual harassment or intimidation.
- B. Penalties will be issued once the breach has been confirmed through an appropriate process by the relevant ISV committee or club. The following behaviours are considered breaches of the code.
- Violent or abusive behaviour towards another person.
 - Vilification of any kind towards another person.
 - Discrimination against another person based on their age, gender or sexual orientation.
 - Discrimination against another person based on their race, culture, religion or any other irrelevant personal characteristic.
 - Sexual harassment or intimidation of another person.
 - Victimisation of another person for exercising their right though the code of conduct.
 - Failure to maintain a safe environment.
- C. Without limiting the other standards set out in this document, players and officials must not make public comments or comments to the media that are detrimental to the interests of the sport of cricket, including indoor cricket. Media includes, but is not limited to, social media outlets such as Facebook, Twitter, Blogs, Forums and other media that may arise in the future. This conduct includes, without limitation:
- Publicly denigrating or criticising another player, team official, or team against which they have played or will play, whether in relation to incidents which occurred in a match or otherwise.
 - Publicly denigrating or criticising Cricket Australia, Cricket Victoria, Tournament officials, or its respective commercial partners
 - Denigrating or criticising another player or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics.

Any person infringing the above Code of Conduct may be the subject of a Disciplinary Hearing by Tribunal or Board or a joint hearing of both.