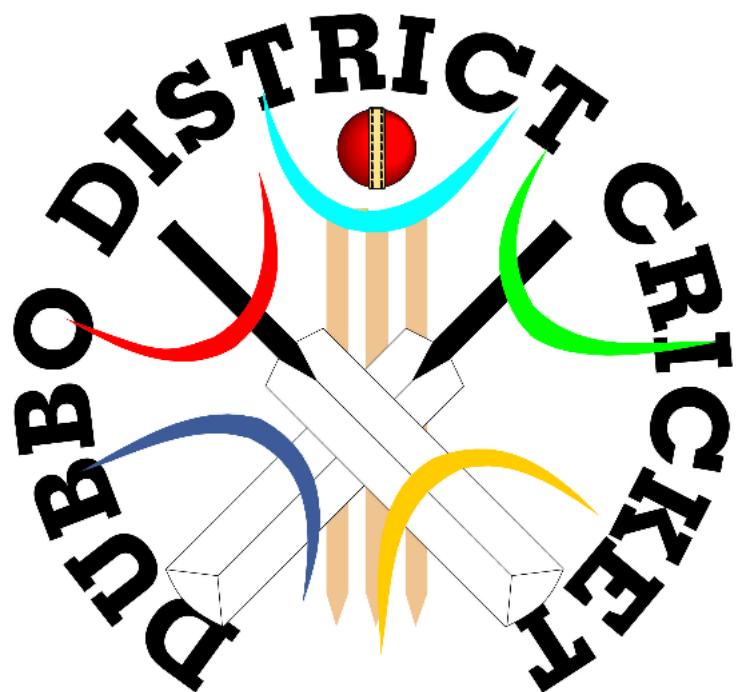


# DUBBO DISTRICT CRICKET



Dubbo District Cricket Association Inc. Local Rules – 1<sup>st</sup> October 2025

DUBBO DISTRICT CRICKET ASSOCIATION INC.

LOCAL RULES AS AT 1<sup>st</sup> October 2025

**1. DRESS AND BEHAVIOUR**

**1.1 One Day Games:** In all Grade one-day matches, players may wear coloured club shirts if they are available, in line with their respective club colours.

All coloured shirts must be approved by the DDCA executive prior to the season starting. Slacks, socks and boots or shoes are required as per clause 1.2. If a coloured club shirt is not available then players must wear shirts of a similar nature - the DDCA expects that this would be the normal white or cream shirt worn for two-day games (see clause 1.2).

Teams must be dressed either all in coloured shirts or all in white shirts, not a mixture of both. Approved coloured club shirts and long pants may be worn in 1st grade games played as day/night matches.

Depending upon the colour of the ball being used, coloured batting clads should also be available for batters to wear.

Headgear must be a white or club coloured Greg Chappell style floppy hat or club hat/cap only (bucket hats are not allowed).

**1.2** In all two day matches no player shall play unless dressed in white or cream clothing consisting of slacks, shirt, socks and boots or shoes (shorts are not allowed). All club shirts must be approved by the DDCA executive.

Headgear must be white or club coloured Greg Chappell style floppy hat or club hat/cap only (bucket hats are not allowed).

**1.3** Player umpires (including square leg) are required to wear a shirt, shoes, shorts or trousers.

**1.4** Alcoholic beverages are not to be taken onto grounds where games are conducted. Glass bottles are not to be taken onto playing fields.

**1.5** Where games are played on turf pitches all bowlers must wear spikes. Players wearing rubber soled shoes will not be permitted to bowl on turf pitches unless the Technical Committee has allowed special dispensation on the basis of written specialist medical evidence. Batsmen are not permitted to damage the pitch when marking their guard.

**1.6** Players who are in contravention of 1.1, 1.2, 1.3, or 1.5 must leave the field if requested to do so by either team captain, or an umpire officiating at the match, or any member of the DDCA Board. Offending players may return to the field once they are appropriately attired.

**1.7 LAW 42 (PLAYERS' CONDUCT)**

Please refer to DDCA Playing Conditions

## 2. COMPETITIONS

2.1 Where the number of team nominations permit, the DDCA will conduct three graded competitions:

- First grade – night cricket is now part of the first grade competition
- Second grade
- Third grade

2.2 Matches shall be played in accordance with the MCC Laws of Cricket otherwise specified within the Playing Conditions, these Rules or by direction of the DDCA.

With a MVCUA appointed badged umpire, the full range of penalty runs are available for the umpire to enforce.

For games without a MVCUA appointed badged umpire, that is self umpiring, the awarding of 5 penalty runs for transgressions by players will not be invoked except for Law 28.2 (a fielder fielding the ball other than with any part of his person) and Law 28.3 (a ball in play strikes a helmet belonging to the fielding side which has been placed on the ground within the field of play).

## 3. CLUBS, REGISTRATION AND GRADING OF PLAYERS

3.1 Any team playing must be part of a Club.

3.2 Each of the Clubs represented in 1st grade must nominate teams for both 2nd and 3rd grades.

3.3 For the purpose of this paragraph only, the seniority of Grades shall be regarded as 1st (most senior), 2nd, 3rd (least senior). Where a club fields more than one team then they shall maintain the integrity of the competition by ensuring that if any team is going to be short of players then it shall be the least senior team that is short. Violations of this rule will be referred to the Technical Committee where due allowance will be made for genuine cases of sickness, accident, etc. Any club which is deemed to be favouring a least senior team contrary to the intention of this rule will be awarded no competition points for all teams for that round.

3.4 At the beginning of each season, players must be registered on the PLAY HQ system. Any player transferring from a different club to the previous season, whether within or from outside the DDCA competition, must have received a clearance from their previous club via the PLAY HQ system.

3.4.1- Any player requiring a Season Permit to play in respective competitions must formally notify DDCA Technical committee prior to playing in the DDCA competition. Season Permits will not be permitted after 1st January

3.5 Transfers between clubs in the Dubbo competition will not be permitted after 1 January.

3.6 No player is eligible to play until his/her registration or required permit has been processed in PLAY HQ and has been approved by the Association (if required).

3.7 Any team playing a player in contravention of Rule 3.6 shall automatically forfeit the match and the opposing team shall be awarded competition points calculated as per Rule 11.6 for matches won on forfeit.

3.8 In any game, a team has the option of naming 12 nominated players. Players covered by rule 3.11 are in addition to these 12 nominated players. Only 11 fieldsmen shall be permitted on the field at any one time and one player shall not be permitted to bat. The non-batter does not need to be nominated prior to the toss. In matches of two innings, the non-batter may be a different person in each innings.

3.9 and 3.10 For teams that have 12 nominated players - Fielder Absent or Leaving the Field

Refer to DDCA Playing Conditions

3.11 In any 1st and 2nd grade 2-day game, a team may name a player (see f) below) to be substituted by a second player with full playing rights in the second week, subject to the following conditions:

- a) If it is a first grade game, the player to be replaced may not play in any other 2nd grade game (excepting 12th man duties) the following week (the second day of the two day game).
- b) The player to come into the game in the second week cannot have played (excepting 12th man duties) in any 2nd grade game the previous week (the first day of the two day game).
- c) The replacement player must be a registered player with the DDCA.
- d) Both the player to be replaced and the replacement player must be named prior to the toss in accordance with Rule 3.12.
- e) The player involved in the first week of play is not permitted to play in the second week, irrespective of changes in his circumstances
- f) This rule can be used for up to two players named in the team for the first week. However, each of these must have their own named replacement, and the two allowable substitutes are completely independent of each other.
- g) This rule shall not apply to semi-finals, finals or grand finals
- h) Covid replacement players
  - At any time up to the start of play on day two of a two day match, a replacement player will be permitted if a selected player is forced to isolate because they have received a covid-19 positive test result.
  - A replacement player shall be permitted under this Playing Condition for any two day match including Finals series matches.
  - The team captain must inform the umpire & opposing captain prior to the start of play that the replacement has been made. The umpire shall note the replacement in his/her match report.
  - The isolating player's Club must:
    - (i) notify the DDCA in writing that a replacement has or will be made under this Playing Condition, and
    - (ii) provide evidence (positive result & NSW Health letter) of that player's covid-19 enforced isolation over that period.
  - Such notification must be made at the earliest possible opportunity and no later than 2 days after the end of the match.

- Should written notification and proper evidence not be provided to the Association within the timeframe required by (d) above, the replacement player will be deemed an ineligible player and penalties will apply.

3.12 Lists of the names of players in a team are to be handed to the umpire and to the opposing captain prior to the toss at the beginning of each match. Such lists shall nominate replacements for players on representative duty and the names of any players subject to rule 3.11, if applicable. NB: A player cannot appear on more than one team list in any given round. Exceptions are replacement players for two day games & Section 13- Representative players where applicable. Should a player appear on more than one team list (excepting section 13) and actively participate in more than one game in a round (excepting 12th man fielding duties), Rule 3.22 applies to both teams of the offending club.

3.13 3rd Grade players are permitted to return to play in their grade the following week, if required to fill in for second grade day 1- provided they were clearly named as a replacement player. Replacement 2nd 3rd grade players /Representative players required to be specifically named in Teamsheets as per 3.12 (supported by a photo by the umpires/captains) & the same player is required named PLAYHQ in both games to be eligible to play week 2

3.14 Clubs affiliated with the DDCA must supply to the secretary Team Nominations to be included in the draws for the competitions. Such nominations to be received prior to 15th September. A nomination fee of \$50.00 per team for each team applies which will be charged to clubs by the DDCA treasurer.

3.15 A club which nominates a team to play 1st grade must have at least four affiliated teams playing in the Dubbo Junior Cricket Association competitions. Senior members of the club must be actively involved in the appointment of coaches and managers of the junior teams. If a club does not meet the requirement or drops below the requirement mid-season then that club will receive a points penalty equivalent to 2 points for every competition match for that entire season as per the draw and including where there is a bye scheduled, at the discretion of the Board.

3.16 Players from outside Dubbo will nominate at the beginning of each season that they will be available to represent one of either their home town or Dubbo in representative fixtures.

3.17 A player who changes their residence from Dubbo during the season, or who leaves Dubbo after a period of time in Dubbo, shall be eligible to continue playing in the DDCA's competitions provided that, in the meantime, if they play elsewhere, they advise the DDCA & have a season permit approved. The finals qualification rules still apply.

3.18 **Two weeks prior to the commencement of the season**, each club will submit to the DDCA Technical Committee: a list of **seven (7)** 1st Grade players that cannot play in a lower grade for that season; and a list of **six (6)** 2nd Grade players who cannot play in a lower grade for that season. These players shall be known as Graded Players.

If a club does not submit a list before the commencement of the first game then the DDCA Technical Committee shall compile the list based on players from the **previous** season and club will have to apply for named player changes.

3.19 A club that has more than 1 team in 2nd grade must nominate 6 named players for each side in that grade. A club that has more than 1 team in 3rd grade must nominate 5 named players for each side in that grade. These named players cannot play in another team

from that club in the same grade in that season. Releases via the Technical Committee will not be allowed for this purpose. All players are still required to qualify for finals as per the requirements of rules 12.2,12.3,12.4,12.5,12.6.

3.20 During a bye round in 1<sup>st</sup> and 2<sup>nd</sup> grade matches, a club may play up to 2 players in a lower grade match, providing the following is observed;

- The player(s) must have played the previous round,
- The player(s) must not be a named player,
- The player(s) can only drop one grade from the grade they last played in
- The player(s) are not to displace any regular player from that grade

3.21 A club may request in writing that a player (not necessarily from the same club) be graded or re-graded. Upon receipt of such a request the DDCA Technical Committee will liaise with the club(s) concerned to review the matter. If a player is subsequently re-graded then the Graded Players list for that club will be revised to ensure that there are still **seven (7)** graded 1st Grade and **six (6)** graded 2nd Grade players. Requests that cannot be resolved by the Technical Committee in consultation with the clubs will be referred to the DDCA Board.

3.22 Any player who plays in a 1st Grade game cannot play 3rd Grade during the remainder of that season without the expressed approval of the DDCA Technical Committee. In addition to this a player that played 5 or more first grade matches the season prior must seek approval from the technical committee to play in 3rd grade.

Matches played in the 1<sup>st</sup> Grade Megahit 20/20 Competition will not count as an eligible game for finals qualification and for grading of 2nd & 3rd Grade players.

3.23 Any team playing a player (except for a substitute fieldsman) in contravention of Rules 3.9, 3.12, 3.18, 3.18, 3.19, **3.20** or 3.22 shall automatically forfeit the match and the opposing team shall be awarded competition points calculated as per Rule 11.6 for matches won on forfeit.

3.24 Any Clearance submissions for regular season or Finals qualification due to injury or work circumstances will be assessed on each merit by the Technical Committee. Any requests are to be formally submitted to DDCA Technical committee through the DDCA email inbox by Thursday 7pm Prior to the game

3.25 Matters requiring approval of the DDCA Technical Committee must be submitted by email to the DDCA secretary by 7.00 pm on the Thursday before the game to which the approval relates.

#### 4. UMPIRES

4.1 If no official umpires are supplied by the Umpires Association **for weekend matches** then the captain of the team batting will ensure that suitable **players will substitute as** umpires **and are** provided at both the bowling end and at square leg.

The captain of the batting team is responsible for the competence and conduct of such umpires. The Board may intervene with severe penalties where the integrity of the game is placed at risk.

4.2 Appointed umpires shall be paid at the following rate per end:

NSWCUSA qualified umpires 1st & 2nd Grade

\$50 per end for 20/20 games

\$110.00 per end per day for 1 & 2 day games

\$135.00 per end per day for final series games

3rd Grade games

\$90.00 per end per day for 1 & 2 day games

\$110.00 per end per day for final series games

Unqualified umpires Half of appropriate daily rate above

## 5. TWO DAY GAMES

5.1 The maximum number of overs to be bowled each day and the maximum number of overs to be bowled to the team batting first:

1st Grade 75 overs

2nd Grade 65 overs

5.2 On each day, play shall commence at 1.00 pm.

5.3 Play will cease no later than:

1st Grade 6.30 pm (Subject to rule 5.7)

2nd Grade 6.00 pm (Subject to rule 5.7)

5.4 Drinks shall be taken at the completion of:

1st Grade 25 and 50 overs

2nd Grade 22 and 44 overs

Each drinks break shall be of 10 minutes duration. If a wicket falls in the last over before a drinks break, then the drinks break shall be taken immediately. In excessively hot conditions additional drinks breaks may be taken provided both captains agree.

5.5 If a delay or interruption to play occurs on the first day and time is reached before the maximum number of overs can be bowled, the total number of overs to be bowled in the match will equal the overs bowled on the first day plus the maximum number of overs to be bowled on the second day. The first innings of the team batting first will not exceed half the total number of overs to be bowled in the match. If necessary, the first innings of the team batting first will continue on the second day until such time as it has received its quota of overs.

5.6 If no play is possible on the first day, the match will be played on the second day as a one day game.

If less than 30 minutes playing time is lost on the second day then no overs will be deducted and the lost time will be added to the finishing time.

(a) If 30 minutes or more of playing time is lost on the second day then:

(i) the number of overs to be bowled will be reduced at the rate of one for every 3.75 minutes of time lost AFTER the initial 30 minutes has elapsed;

- (ii) play is extended by 30 minutes;
- (iii) if necessary, play will continue if the revised maximum number of overs for the day has not been bowled when time is reached.
- (iv) fractions are to be ignored in any calculations 5.7 If any revision to the number of overs to be bowled (Rule 5.5) results in the team batting second receiving fewer overs than the team batting first, then the game shall be deemed a draw unless the team batting second is dismissed or have passed the score of the team batting first before time is called (first innings only).

5.8 The following rules apply to the taking of a new ball:

- a) If the captains' of the teams playing each other agree, a new ball does not need to be taken for a second innings in a match.
- b) In an 1st grade innings, the bowling captain has the discretion to take a new ball after 75 overs have elapsed
- c) In an 2nd grade innings, the bowling captain has the discretion to take a new ball after 65 overs have elapsed.

## 6. ONE DAY GAMES

Refer to DDCA Playing Conditions and Appendices for the following;

- WET WEATHER POLICY

The DDCA Wet Weather Policy applies to all games (Appendix 1 – DDCA WET WEATHER POLICY). If you do not have an official MVCUA appointed badged umpire and there is lightning around. It is one off all off. If the ground next to you comes off, you MUST come off.

- LATE STARTS
- WICKETS, BOUNDARIES, PLAYING CONDITIONS, ETC.

Additionally, the sightscreens at Lady Cutler 2 are to be stored on the western (river) side of the practice nets located at the south west corner of the field. On game day, the “Home” team (according to the draw) is responsible for placing them outside the boundary at each end of Lady Cutler. The “Away” team (according to the draw) is responsible for relocating them back to their storage area next to the practice nets.

- a) This rule ONLY applies if both captains want to use the sightscreens. They do not need to be put out and returned if you are not opting to use them.
- b) Any team(s) failing to comply with this Local Rule will be docked 2 competition points for each instance incurred.

- DECLARATIONS AND FOLLOW ON

10.1 Declarations shall not be allowed during the last thirty minutes (or 8 overs, whichever is the greater) of scheduled play on the last day of the match.

10.2 For two day games the team that bats first and leads by at least 100 runs shall have the option of requiring the other team to follow their innings.

## COMPETITION POINTS

Competition points shall be made up of both Match points and Bonus points in fixtures for 1st grade and 2nd grade. No bonus points for 3rd grade.

Match points shall be awarded for first grade as follows:

Two day matches

- Outright win (1st innings lead) 12
- Outright loss (1st innings loss) 0
- 1st innings win 8
- 75% bonus points 2
- 1st innings loss 2
- 1st innings tie (outright win) 8
- 1st innings tie (outright loss) 2
- 1st innings win (outright loss) 4
- 1st innings loss (outright win) 8
- 1st innings tie 5
- Tie or Draw 5
- Bye 5
- Washout 5,
- and where no play was possible, additional points equal to the minimum bonus points scored by any other side in that grade for that round.

One day matches

- 1st innings win 5
- 75% bonus point 1
- 1st innings loss 1
- Tie or Draw 3
- Bye 3
- Washout 3,
- and where no play was possible, additional points equal to the minimum bonus points scored by any other side in that grade for that round.

T20 matches

- 1st innings win 3
- 1st innings loss 1
- Tie or Draw 2
- Washout 2

There are no bonus points in T20 games.

2nd Grade competition points

One day

- 1st innings win 5
- 75% bonus point 1
- 1st innings loss 1
- Tie or Draw 3

- Washout 3,
- and where no play was possible, additional points equal to the minimum bonus points scored by any other side in that grade for that round.

#### Two day matches

- Outright win (1st innings lead) 6
- Outright loss (1st innings loss) 0
- 1st innings win 5
- Single bonus point 1
- 1st innings loss 1
- 1st innings tie (outright win) 5
- 1st innings tie (outright loss) 1
- 1st innings win (outright loss) 2
- 1st innings loss (outright win) 4
- 1st innings tie 3
- Tie or Draw 3
- Washout 3,
- and where no play was possible, additional points equal to the minimum bonus points scored by any other side in that grade for that round.

#### 3rd Grade competition points

##### One day

- 1st innings win 5
- 1st innings loss 1
- Tie or Draw 3
- Washout 3,
- and where no play was possible, additional points equal to the minimum bonus points scored by any other side in that grade for that round.

#### 11.3 Bonus points shall be awarded for only the first innings in games as follows:

- i. 80 over game (40 over innings) – For the team batting first – the opposition scores less less than 75% of your teams score for a single bonus point. For the team bowling first -score the runs inside 30 overs for a single bonus point
- ii. 130 over game (65 over innings) - For the team batting first – the opposition scores less less than 75% of your teams score for a single bonus point For the team bowling first - score the runs inside 48 overs for a single bonus point
- iii. 150 over game (75 over innings) - - For the team batting first – the opposition scores less than 75% of your teams score for bonus points For the team bowling first - Score the runs inside 56 overs for a single bonus point
- iv. In games with reduced overs (complying with rule 6.3 & 6.9) the bonus point time frame changes for the team batting second, to a percentage of overs to be faced (75% respectively for bonus points). The umpires and the two team captains are required to clarify the new over requirements prior to the second innings commencing. In the event of uneven overs, required

overs are to be rounded down. E.g 37 overs remaining (75% = 27.75overs would utilise 27 overs respectively for bonus pts)

11.4 The Club Championship shall be calculated by the following method:

- a) Multiply each club's 1st grade match points by 3
- b) Multiply each club's 2nd grade match points by 2
- c) Multiply each club's 3rd grade match points by 1
- d) In the event that a club has more than one team participating in a grade, the clubs match points will be allocated per club team, at a rate of match points/ number of teams. E.g 2nd grade match points are x 2, if a club has :
  - e) 1 club team- (team points x 2)
  - f) 2 club teams (team points x 1)
  - g) 3 club teams – (team points x 0.66)
- h) Add the total of a), b) and c) for each club to get their total Club Championship points. The club with the highest total wins the Club Championship
- i) In the event that Club Championship points are tied, the Club whose team finished higher in 1st grade shall be declared to have won the Club Championship
- j) Should a club have a team in 3rd grade that forfeits more than one game in a season,(as per Rule 8.3), then the Club shall cease to be eligible for the Club Championship.

11.5 A team that forfeits a match receives no points and shall be fined the cost to the DDCA of the preparation of a turf wicket. Should a team withdraw from the competition, the fine for the season for that team shall not exceed 2 times the cost to the DDCA of the preparation of a turf wicket.

11.6 A team that receives a forfeit due to breaches of Rules is awarded the same number of Competition points as the team that gains the most points in that round of that grade.

11.7 In 1st and 2nd grade, if both captains agree, then a game can cease after the first innings. However, if one captain wishes to continue then the game must proceed until stumps or both captains agree to cease. Any team not continuing will be penalised 3 competition points and the other side will be awarded 3 competition points.

11.8 Score sheets are to be assessed at the end of each innings (and, where possible, at other breaks in play such as drinks breaks or bad weather) by the officiating umpire/s or the captains in the absence of umpires. Once the score sheet has been signed, & result in PLAY HQ, the result will be final regardless of any discrepancies that may come to light at a later time.

11.9 In the event that Captains do not agree on the scores in both book/ PLAY HQ – i.e. after checks at the end of the innings by both captains and the umpire (if available) - the batting team will take the PLAY HQ score. Play can recommence after stumps have been pulled if, and only if, an error has been made and overs and time permit.

11.10 At the conclusion of each match the two captains and the officiating umpire shall allocate 6 best and fairest points. These points may be awarded in any number to any number of players

so long as the total awarded does not exceed 6. Best and fairest points awarded are to be recorded on the scorebook, and then on the PLAY HQ system, or other method advised prior to the season commencing by the Cricket NSW Competition Coordinator & Zone Administrator as per Rule 11.11.

11.11 All games are to be electronically scored on PLAY HQ Escore system using a device connected to the internet for the full duration of the game. Clubs are required to utilise one scorebook for a back-up if required for corrections, any system outages.

Results must be fully confirmed onto the PLAY HQ system by 12pm on Monday immediately following Saturday's play, irrespective of whether the game has been completed. Upon completion of a match, this will also include allocating the best and fairest points for the match as per rule 11.10. It is the club representative's responsibility to resolve all match PLAY HQ issues with the competition coordinator & notify DDCA play HQ representative on the SUNDAY if issues cannot be immediately resolved.

The score agreed to in 11.9 shall be circled on the scorebook and signed by the umpire or both captains in the absence of an umpire. The match results section of the book shall also be clearly completed and signed by the umpire or both captains in the absence of an umpire.

In all grades, the team listed first on the draw (home team) for the game is responsible for lodging COMPLETE score books electronically (uploading a clear, detailed, readable photo of score books) on the DDCA Facebook page by Saturday 11:59pm on the evening of the game. This Includes Day 1 of a Two Day Game.

DDCA will allocate a grace period at their discretion (advised as the month of October for the 2023 season) and formally warn clubs and teams not complying with the above conditions of rules 11.10 & 11.11. Games found to not be complying with all of 11.10 & 11.11 post the grace period advised, will see both teams involved in the game be deducted one competition point for that game.

11.12 Should a game be abandoned due to wicket and/or outfield vandalism, then the teams playing in that game shall be allocated points as per a wash out game.

## 12. FINALS SERIES AND QUALIFYING PLAYER

12.1 Within each grade of each Division the finals format will be as follows:

a) 4 or less teams in the grade: Will be a 2 team finals series.

Teams finishing first and second will play each other in the Grand Final

b) 5 to 8 teams in the grade: Team finishing first advances to the Grand Final.

Teams finishing second and third play each other with the winner advancing to the Grand Final.

c) 9 or more teams in the grade: Will be a 4 team final series.

In week 1, 1 v 2, 3 v 4. Winner of 1 v 2 progresses to the Grand Final, loser of 3 v 4 is eliminated.

In week 2, loser of 1 v 2 plays the winner of 3 v 4. The winner of this game progresses to the Grand Final.

d) Additionally, where there are 9 or more teams in any grade, the DDCA Executive reserves the right to vary or expand the finals series, eg, 2 x 4 teams finals, a 6 or 8 team finals series.

The makeup of any final's series variation will be communicated by the Executive to all clubs prior to the Christmas break.

12.2 Qualification of players for the final series matches will be determined based on games played up to and including the final round of the competition games.

12.3 A player must play at least three of their last five matches with his/her club in the current season to be eligible to play with that club in a semi-final or final. Players who have not played a minimum of three games with their current club in the current season are ineligible to play in a semi-final or final.

12.4 Subject to Rule 12.5, a player must play at least two of his last four matches with a team in the current season to be eligible to play with that team in a semi-final or final. This rule refers to cases where players are dropping from a higher grade. Rule 3.18 still applies.

12.5 Consecutive teams shall be regarded as both 3rd and 2nd grades; or both of 2nd and 1st grades or all three of 1st, 2nd and 3rd grades. Where a club has consecutive teams playing in finals series matches on the same day then Rule 12.4 shall be altered so as to read "A player must play at least two of his last four matches with one or more of the consecutive teams to be eligible to play with one of those teams in a semi-final or final." Note that all other rules relating to finals still apply.

12.6 Where a team reaching the semi-finals or finals does not have twelve available players qualified as above then the club may appeal to the Technical Committee so that at least twelve players can be qualified.

12.7 If available, spare days will be used when a full day's play is washed out in a final. Spare days will be used so that the match can be played as a two-day game in the first instance (except where the final has been predetermined to be a one-day game) or a one-day game if only one day's play is available.

Where appropriate, the DDCA reserves the right for finals to be scheduled on consecutive days in order to overcome any issues with weather or ground preparation.

12.8 In a final series match that is washed out before a result is reached the team highest on the points table at the end of the competition rounds shall be declared the winner.

12.9 In the event of two teams finishing equal on points after the competition rounds, semi-final positions shall be determined using a Team Average calculated as:

(runs scored /wickets lost)

(runs conceded/wickets taken)

The team with the highest quotient shall be deemed to have finished higher on the table.

12.10 For clarity, the maximum amount of named players allowed for a finals game is 12 players.

12.11 Matches played in the Moneyquest Megahit 20/20 Competition will not count as an eligible game for finals qualification and for grading of 2nd & 3rd Grade players mentioned in rule 3.22.

12.12- MoneyQuest Megahit Finals games- A player must of played a minimum of 1 round game to be eligible for a finals match. If an exemption is required for any reason- to fill a team for finals, a request must be submitted to the technical committee by Thursday 7pm before the game.

12.13- 3rd grade final games are intended to be played on turf where possible- however DDCA reserves the right to reallocate turf finals games to synthetic pitches if required with the weather forecast. This will be done up until the day preceding the match as allowable with wet weather policy rule 3.

### 13. REPRESENTATIVE PLAYERS

13.1 A player on representative duty is defined as a person playing, coaching, managing or umpiring in a representative team playing in a match under the auspices of the New South Wales Cricket Association or anybody with which that association is affiliated. When a player in a competition team is absent on representative duty then the team captain will nominate a replacement player who will take the representative player's place in the team only whilst the representative player is absent on representative duty. The replacement player may both bat and bowl but must be replaced by the representative player when he/she returns to the game. Should a player's representative duty be completed, washed out, cancelled or otherwise shortened, they may return to the DDCA game in which they were named, but only if he/she is present at the designated starting time for the day's play (where practicable)

13.2 If the replacement player is drawn from a lower grade then he/she, in turn, will be allowed a substitute subject to the same conditions, and so on.

13.3 Replacement players must meet normal registration and grading qualifications for the teams that they play with.

13.4 If the representative player is absent on the second day because of illness or injury, then the replacement player may continue to play.

13.5 Each club must advise the Representative and Development Committee of any club players not available for selection in representative fixtures. The Representative and Development Committee will select players for representative fixtures from registered players who are not made unavailable as above and advise each player of his selection by or on the Wednesday prior to the scheduled match.

13.6 Players selected in representative teams must notify Chairman of selectors before 8.00pm on the Thursday prior to the scheduled match of their unavailability. If a player does not comply with this rule he will not be eligible to play for his club in the next competition game.

i) The side will be announced the Monday before the match

ii) All players who withdrawal for whatever reason after 8pm Thursday will be referred to the technical committee for a decision to be made based on the facts of the withdrawal.

13.7 When a player is temporarily absent from a game because he is working on the preparation of wickets for or on behalf of the DDCA, a replacement player will be allowed on the same terms as apply in Rule 13.1. If the replacement player is drawn from a lower grade then he/she, in turn, will be allowed a substitute subject to the same conditions.

13.8 If required for Finals Qualification (to meet rules 12.3 & 12.4- 3 of their last 5 games). A player that was absent on higher representative duty may submit a request to have that weekends game considered as a qualifying game. The technical committee may consider the request, provided a written request is submitted to the DDCA technical committee that thus player was attending representative duties, with satisfactory evidence provided.

#### 14. MACQUARIE VALLEY & OTHER ZONE PLAYERS

14.1- Players will be permitted to play in other competitions within Macquarie Valley & Western Zone, (such as their home assoc. and Bonnor Cup 20/20) provided:

- The DDCA Technical committee has been formally advised in writing of the players circumstances
- The player has formally registered with the DDCA club, and the Partner club in PLAY HQ
- A PLAY HQ Season Permit has been processed and approved by the respective clubs and Cricket Associations prior to playing.

14.2- Finals Qualifications of Rule 12 will still apply to all players wanting to play in DDCA finals.

#### Appendix 1 – DDCA WET WEATHER POLICY

This policy covers the preparation and use of pitches, both turf and synthetic, when inclement weather impacts the preparation or use of the ground(s). Council refers to Dubbo City Council.

1. Each ground is played on its own merits; i.e. the DDCA does NOT apply a system of “one out, all out”. Therefore, in the event of bad weather, some grounds may be washed out, others may start late, and others may start on time. See the Local Rules for late starts due to weather.
2. DDCA reserves the right to amend grounds and respective games up until the day of the game.
3. Games will be played on the grounds to which they are allocated. Allocations may be changed up to the day preceding the match, but the DDCA does NOT reallocate games on the day. Where a synthetic ground is declared unfit for play by Council or the umpires or captains as per clauses 6, 7, 8, or 9 (below), both captains may agree to play the game at a different venue provided that no other game has been scheduled for the revised venue. If the captains cannot agree, then play shall be abandoned. Such relocation shall NOT take place until the original venue has officially been declared unfit as per clauses 6, 7 or 8 (below). Where more than one match attempts to relocate to the same venue, then the venue shall be used by the game which first has one set of stumps in place.
4. Council is responsible for the provision of grounds and the preparation of pitches. In rare circumstances, Council may determine that general weather conditions have adversely affected all grounds, in which they may direct that all games be abandoned for the day.
5. The policy is that the maximum number of games possible should proceed. Thus, where weather interferes, Council will apply the following priorities when determining which pitches will be prepared:

- a) In the first instance, the Council will attempt to prepare the maximum number of grounds to a playable standard;
- b) Where not all grounds can be made playable, then Council will attempt to make playable those grounds scheduled for the more senior grades;
- c) Where grounds cannot be made playable for the scheduled commencement of a match, Council will attempt to make them playable for a delayed start of play if it is deemed possible that play may commence prior to 3.00pm;
- d) Council will take into account the nature of the games scheduled for the Saturday (one day or two day) and any games scheduled for the Sunday;
- e) Council may consult with the DDCA Grounds Committee when determining which grounds may be made ready

6. Council may determine that the ground cannot be made fit for play prior to 3.00pm cut-off, in which case Council will direct that play be abandoned on that ground. Where Council determines that a ground is, or may be, fit for play, then it shall be made available to the DDCA. A ground shall be deemed to have been made available unless it has been specifically made not available.

NOTE: Where possible, Council will consult with the DDCA's Match and Grounds Committee when determining if play shall be abandoned on any or all grounds. It should be noted that the responsibility for deciding to abandon a game at this point rests with Council. The Match and Grounds Committee has no responsibility to abandon a game.

7. If a ground has been made available by Council and there is doubt as to the fitness for use, then:

- a) Where an official umpire (as opposed to a player umpire) is officiating at the game, then 3.8 and 3.9 of the Laws of Cricket shall apply

NOTE: The game will proceed unless the umpires are of the opinion the ground is not fit for play AND cannot be made so before the 3.00pm cut-off. In this circumstance, the umpires will ask both captains if they wish to proceed. If the captains disagree with each other, then the umpire shall be the sole judge of the fitness for play.

b) If no official umpire has been allocated to the game, then:

- (i) If both captains agree the ground is unfit for play and cannot be made so before the 3.00pm cut-off, then that day's play shall be abandoned on that ground. Both captains should note the circumstances on their match result card and lodge it in the usual fashion.
- (ii) If the captains cannot agree to proceed or abandon the game then they shall refer the matter for adjudication by a member of the DDCA Grounds Committee, or if not available, then a member of the DDCA Board, or if not available then a captain of another team (where possible, not involving a club associated with the game in question). If the day's play is abandoned in these circumstances, then both captains will submit a report to the DDCA.

8. If, during the course of a day's play, both captains agree that the ground has become unfit for use then play shall cease. If it is apparent that the situation cannot be rectified in a reasonable period of time, then play shall be abandoned on that ground. If the captains cannot agree, then the procedures as per clause 7 b) (ii) shall apply.

9. After play commences, the umpire(s) may intervene if conditions have deteriorated and the umpires consider that to continue in the new conditions would represent an undue risk of injury to the players. If it is apparent that the situation cannot be rectified in a reasonable period of time, then play shall be abandoned on that ground.

10. The DDCA accepts that under some circumstances Council staff may not be available to work on the late preparation of pitches due to the conditions of their employment. In these cases, players and umpires will accept and allow for the fact that ground staff may not be available for further preparation.

11. Where covers, tow-a-tarps or water dispersants are available, Council may use them as part of the preparation process as appropriate.

12. For games scheduled on Lady Cutler turf pitches (Lady Cutler 1 – 4 inclusive), the following conditions apply (excluding first grade games);

a. Where a 2-day game is scheduled and weather/conditions dictate that no play is possible on day one, the game will automatically revert to a one-day game on day two.

b. Where a 2-day game is scheduled and weather/conditions dictate that no play is possible on day two, but the game commenced on day one, the game will be declared a draw.

c. Where a 2-day game is scheduled and weather/conditions dictate that no play is possible on days one and two, the DDCA reserve the right to relocate the game to an alternate playing field of their choice for day 2.

d. Where a 1-day game is scheduled and weather/conditions dictate that no play is possible on day one, the DDCA reserve the right to relocate the game to an alternate playing field of their choice.

e. Under no circumstances can a game be relocated to an alternate playing field, due to weather or conditions, once play has commenced.

#### USE OF COVERS

Teams competing in a match scheduled for a Turf pitch are required to use the covers on the following conditions:

a) In the event of rain forecast the HOME Team (listed first on the draw) is required to cover the wicket between the period of when grounds are released by council (around 3pm), & by no later than 7pm Friday.

The AWAY team (listed second on the draw) is required to remove the covers Saturday morning by 7am (weather permitting or when council/grounds committee direct it so).

Teams playing Narromine on Turf in Dubbo (if applicable that round) are required to put the covers on AND take them off. Narromine will be required to put the covers on and off on Dundas Oval

b) Covers shall not be used more than 48 hours prior to the scheduled commencement of play unless it is at the expressed permission of Council. Clubs are responsible for the removal of covers on Friday and Saturday morning by 7.00am and return to storage (weather permitting).

- c) Covers must not be left on a pitch or ground unnecessarily and in any case must be removed in extended periods of sunshine. Where a cover has been placed on a pitch overnight and the next morning has fine weather conditions, then the covers shall be removed by 7.00am.
- d) If a match is abandoned, then the cover shall be removed from the pitch within one hour (safety permitting) and arrangements made for its safe storage.
- e) Once a cover is no longer required for use on a pitch it shall be folded and stored as soon as possible
- f) Under no circumstances may a cover remain un-stored after one hour from the end of the day's play (unless express approval has been granted by the Ground Committee and arrangements have been made for the subsequent storage of the cover).
- g) Where Council or the DDCA uses a cover for a pitch during a game then both teams competing shall be jointly responsible for abiding by these conditions and returning the cover to storage.
- h) The HOME team must notify the DDCA in writing if they were unable to cover within the allocated timeframes. Likewise the AWAY Team must notify if they were unable to get them off in time. Failure to make every possible effort to lay covers appropriately, or to advise their Association, will result in the club being formally warned.

Further infringements will result in the clubs being penalised 2 points per team in the DDCA competition and/or \$400 fine per turf pitch. Repeat offences may render that team & club liable to further loss of points or the forfeiture of the match, if deemed appropriate by the DDCA Technical committee.

- i) If a cover is lost or damaged through the fault of a team responsible under these conditions, their Club may be billed for the cost of repair or replacement.
- j) -Regardless of the circumstances of the weather, bonus points for washouts will NOT be allocated to any game which did not apply covers.
- k) FINALS MATCHES ONLY – in all finals matches the LOWER ranked team is responsible for covering and removal of covers from the wicket as per the above processes.**

#### POINTS TO CONSIDER WHEN DETERMINING IF A GROUND IS FIT FOR PLAY

1. You should consider what the state of the ground/pitch will be when play commences either at the scheduled time or at the time of a delayed start which may be as late as 3:00pm.
2. It is not a question of whether it will be unfair to one team or the other. Cricket is a game that has evolved to be played under varying conditions. Being forced to bat on a “sticky wicket” is considered part of the game and is an experience that all batsmen should be subjected to at some stage of their careers.
3. Brooms or other implements may be used to overcome puddles of water etc.
4. It may be necessary to abandon play if conditions are such that to continue would cause undue damage to the pitch or grounds. When considering the possibility of damaging a damp pitch or adjoining strip, remember that Dubbo wicket squares contain 3 to 5 strips. Other strips can be used over subsequent weeks while a damaged strip is given time for recuperation.

5. It may be necessary to abandon play if conditions are such that to continue is unnecessarily dangerous for players. (eg: bowlers slipping during their delivery stride, or unsafe footing for batsmen). Uneven bounce need not necessarily be considered dangerous as it can be characteristic of pitches not affected by weather, and in any case there is scope within the Laws to cover bowling in a dangerous manner.
6. If you are unsure of how conditions will be at the scheduled or delayed starting time, then you may defer your decision up until as late as 3:00pm. Play should only be abandoned when it is clear that the ground will not be fit for play even if a delayed start applies.
7. In deciding whether the ground is fit, play should not be suspended unless the conditions are dangerous. The fieldsmen must be able to move about safely, with bowlers using reasonable, if restricted footholds. Wet grass with a slippery ball is not in itself an adequate reason for suspension of play. Water pooling within 25 metres of the pitch may be a condition of stoppage/delayed start.
8. Council ground staff may, or may not, be available for late wicket preparation. This will depend of the terms of their employment at the time, and possibly on the way you approach them. You must not enter into a dispute with ground staff if they say they are not available, but you may submit a written report on the incident to DDCA. The executive of DDCA or Chairman of the Grounds Committee may authorise payment of “overtime rates” to ground staff in extenuating circumstances (eg: for a final match series).

## Appendix 2 – Lightning Rule

Refer to DDCA Playing Conditions

You should not shelter under trees and should avoid contact with plumbing. It is also NOT recommended that people lie on the ground. It is also a good idea to remove spikes.

Whilst umpires are encouraged to apply this rule uniformly, it is up to individual umpires to interpret and enforce this rule. Where no umpires are present, it is up to both captains to communicate regularly and clearly to ensure this rule is adhered to. Captains believed to be manipulating this rule to their advantage will be referred to the Technical Committee and offenders dealt with harshly.

### Appendix 3 – Scoring Tips Symbols

- Dot ball
- 2 Runs (to batsman)
- O No Ball
- Wide
- W Wicket

Inexperienced scorers often get the NO BALL and WIDE symbols mixed up, but remembering which is which is quite easy if you liken the WIDE symbol to the umpires signal for a WIDE - standing arms out to the side in the shape of a cross.

It gets a little more complicated when a combination of elements are added to the run of events:

- The 'circle' symbol as above indicates NO BALL. But if the batsman hits the ball and scores runs (off the bat) from that delivery, then the runs are marked inside the 'circle'. In practice it is easier to write down the number, then 'encircle' it.  
These are the batsman's runs and the NO BALL itself is a NO BALL extra.
- If a NO BALL delivery eludes the wicket keeper and the batsmen run byes or leg byes (or the ball runs to the boundary), each bye/leg bye taken is marked with a 'dot'.  
Again it is easier to 'encircle' the 'dots'.  
These runs and the NO BALL are extras. THEY ARE SCORED AS BYES or LEG BYES - the umpire will signal as such to let you know that it has not come off the bat and runs should NOT go to the batsman.
- If a WIDE delivery eludes the wicket keeper and the batsmen run (or the ball runs down to the boundary), each run taken is noted as these are WIDE extras. THEY ARE NOT SCORED AS BYES and should not be signalled as such by the umpire.  
The other possible additions to the WIDE symbol is if the batsman is out as per Law 22 (eg, hits the stumps with his bat or person or the wicket-keeper stumps him).  
The batsman would be out and a 'W' is added to the WIDE 'cross' symbol. The WIDE is a WIDE extra and the bowler may be credited with the wicket.

A ball by ball example is below for 1 bowler (his 1st, 2nd and 3rd overs).

Adam Smith	3 4 2 ➤➤	Ct. Bill Short B. Steve Long	9
Tom Brown	1 1 1 ➤➤	RUN OUT (Adam Smith)	3
Ben Jones	3		
• (3) •	2 • •	• W •	
4 • 1	• 1	(•) 3 •	
4 •	•	1	
0-12	0-16	1-23	
Over 1	Over 2	Over 3	
		Byes 1	
		Leg: Byes 2	
		Wides 3 1	
		No balls 1 3	
		Total Extras 11	
		Overs	Score
		1	0-12
		2	0-17
		3	2-26

In the first over the bowler bowled a dot ball, then a No-Ball which the batsmen hit and scored 3 runs, another dot ball, then a Wide off which the batsmen ran 2 byes, another dot ball, the batsman scored 1 off the next, 4 off the following and the final delivery of the over was another dot ball.

That's 8 deliveries off the over, with 6 fair deliveries plus an extra delivery for the No-Ball and an extra delivery for the Wide.

In the over summary, we record 0-12. 1 for the No-Ball plus 3 the batsmen ran, 1 for the Wide plus the 2 ran by the batsmen (signalled as byes, but all scored as Wides), 1 run and 4 runs = 12. In the EXTRAS analysis we add a total of 4. 1 No-Ball extra and 3 Wide extras and in the total runs tally we should have 12 as our total.

For the next over we have 2 runs, dot, dot, Wide, dot, 1 run, and finally a Bye (these do not count against the bowler so we do not record how many, but use a dot). So the bowling total for this over would be 4 which gives a cumulative total of 0-16. The batsmen have added 3, 1 Bye and 1 Wide have been added to the EXTRAS analysis.

The total runs tally stands at 17.

In the third over we have 2 Leg: Byes (scored as a dot), a wicket, a dot ball, a No Ball with 2 No Ball extras (signalled as Byes, but scored as No Balls), 3 runs then a dot.

On the last ball the batsman is run out attempting a 2nd run. This is scored as one run against the bowler, and his cumulative total stands at 1-23.

The batsmen have a total of 15 and there are now a total of 11 EXTRAS. The total runs tally stands at 26.

How do we check that this is correct?

Simply remember that:

1. The total of ALL batsmen's scores + ALL extras = THE TOTAL SCORE.
2. The total of ALL bowlers' totals + BYES + LEG: BYES = THE TOTAL SCORE
3. The total of ALL batsmen's scores + NO BALLS + WIDES = THE BOWLING TOTALS In the example, this will be: 1. 9 + 3 + 3 + 11 = 26 2. 23 + 1 + 2 = 26 3. 9 + 3 + 3 + 4 + 4 = 23 (total for bowler used in example)

At the end of each over the scoring rate column is completed. Here we record the cumulative total runs at the end of that over, which is the total runs tally. We also record the cumulative number of wickets that have fallen at the end of that over. (Note that in the above example there would usually be an over in between the above bowler's 1st and 2nd over and another between the 2nd and 3rd to add to the total score – these have been omitted for clarity).

Other tips for helping to get the score right:

- Both scorers sit next to each other so you can constantly check your scores, who's the bowler etc.
- Compare the scores at the end of each over. If you don't agree, immediately find out where the mistake was made, rather than guess who was right
- If there is a discrepancy, get a third person to check while you keep scoring
- If you are unclear on anything, write it in the margin and check with the umpire at drinks
- THE CAPTAIN IS RESPONSIBLE for appointing appropriate scorers – don't leave it up to the umpire to sort out a problem that happened 3 hours before

## Appendix 4 – Doubtful Bowling Action Policy

In this Policy, the term “Umpire” refers to a MVCUA appointed Umpire to a DDCA affiliated game.

### 1 INTRODUCTION

This Policy is designed to work in conjunction with Laws of Cricket 24.2 and 24.3

### 2 OBJECTIVES

a) To ensure that every bowler playing in a DDCA competition has a delivery action that complies with Law 24.

b) To assist any bowler with an “illegal” action to comply with Law 24.

### 3 APPLICATION

This procedure shall automatically apply in the event that as follows-

a) An umpire formally “reports” to the DDCA a player who has bowled what the umpire considers to be a clearly “illegal” delivery in breach of Law 24, three(3) times during the same innings; and/or

b) Two different umpires, during at least two different matches during any 12-month period, each formally “mention” to the DDCA a player who has bowled what each umpire considers to be one “illegal” or “doubtful” delivery during a match.

In forming an opinion as to whether a bowler’s delivery is clearly “illegal”, or is “doubtful”, an umpire shall be guided by Law 24.3.

The DDCA particularly notes that under the provisions of Law 24, an umpire must call and signal “no ball” for each delivery that, in the umpire’s opinion, a bowler has delivered “illegally.”

### 4 REVIEW PROCESS

#### a. 4.1 Report to DDCA

a) Following a match, an umpire shall formally “report” or “mention” to the DDCA any “illegal” or “doubtful” delivery by a bowler. The umpire shall provide as much written information as possible regarding the timing, circumstances and nature of any such delivery. See document “Umpire’s Report Doubtful Bowling Action” on the DDCA MyCricket/ PLAY HQ website.

b) An umpire must advise the player’s club, as Law 24.2(c)(iii) requires.

c) The DDCA shall immediately provide the player’s club with a copy of each such “report” or “mention”.

d) Upon the DDCA’s receipt of one “report” or two “mentions”, that player shall not bowl again in an DDCA competition match, for a period of one month\*.

e) Following that one-month period, a player may re-commence bowling in DDCA matches until such time as he has accumulated another “report” or a further two “mentions.”

f) Upon the DDCA’s receipt of a second “report” or a further two “mentions”, that player shall not bowl again in an DDCA competition match, for a period of three months\*.

- g) Following that three-month period, a player may re-commence bowling in DDCA matches until such time as he has accumulated another “report” or a further three “mentions.”
- h) Upon the DDCA’s receipt of a third “report” or a further two “mentions”, that player shall not bowl again in an DDCA competition match, for a period of 12 months<sup>^</sup>.

#### b. 4.2 Notes To Process

- a) Law 24 makes officiating umpires solely responsible, on a delivery-by-delivery basis, for the determination of each individual delivery’s fairness during a match.
- b) Accordingly, there is no limit on the number of times that an umpire may provide the DDCA with a “report” or “mention” for the same player, or on the number of times that an umpire may “no-ball” the same bowler during a match, except as limited by Law 24.2(c)(ii).
- c) Neither the DDCA nor any other person or body can certify that a player has a permanently “fair” bowling action, on the basis of an assessment of a bowler’s delivery action.
- d) The DDCA cannot undertake biomechanical analysis of a bowler’s delivery action, such as the ICC or CA would undertake in corresponding circumstances.
- e) By continuing to bowl with an “illegal” action”, a player delays the process of rendering that action “fair”, and thereby satisfying the provisions of Law 24.
- f) Accordingly, the DDCA strongly encourages a player’s club, during any period in which that player is not permitted to bowl, to assist the player by is all means possible to develop a delivery action that is more likely to, in the opinion of umpires, comply with the provisions of Law 24.
- g) The DDCA will prepare, and regularly update, a register of “reports” and “mentions” of bowlers arising from Law 24.
- h) A player has no right of appeal to any course of action by an umpire or the DDCA relating to this procedure, other than on a point of law.

NB: \* 1 month is the equivalent of four (4) consecutive weeks where DDCA games are scheduled.

<sup>^</sup> 12 months is 12 calendar months from the DDCA’s receipt of a “report” or a “mention”.

i The DDCA acknowledge the assistance of the Sydney Cricket Association in allowing the adaptation of their Doubtful Bowling Action process.

## Appendix 5 – Umpires Doubtful Bowling Action Report Form DOUBTFUL BOWLING ACTION REPORT FORM

(Refer “Doubtful Bowing Action Policy”, Appendix 4 of the DDCA Local Rules)

## Appendix 5 – Umpires Doubtful Bowling Action Report Form

### DOUBTFUL BOWLING ACTION REPORT FORM

(Refer "Doubtful Bowing Action Policy", Appendix 5 of the DDCA Local Rules)

#### EACH UMPIRE MUST COMPLETE A SEPARATE FORM FOR EACH MENTION/REPORT

The Dubbo & District Cricket Association has instructed umpires to identify bowlers with doubtful bowling actions as follows:

**Report:** *If an umpire believes that a bowler has bowled a clearly illegal delivery in breach of Law 24, three times during the same innings. (Under the provisions of Law 24, an umpire must call and signal "no ball" for each delivery that, in the umpire's opinion, a bowler has delivered illegally).*

**Mention:** *If, in the umpire's opinion, a bowler has delivered a ball with an action that may be illegal.*

**Please complete the following sections as necessary.**

Player's name

Club

Date

Round No.

Grade

Do you wish to **Report** or **Mention** this player (please place an 'X' in the box)?

Report

Mention

Was your concern a: (You may place an 'X' in more than one box if applicable)

General concern with action (provide details)

Concern with specific deliveries (provide details & list delivery number)

Concern with a specific type of delivery (e.g. faster ball, wrong'un, etc.)

**Please detail your concerns:**

Name of Reporting Umpire

Date

<sup>i</sup>The DDCA acknowledge the assistance of the Sydney Cricket Association in allowing the adaptation of their Doubtful Bowling Action process.

**Appendix 6 – HELMET POLICY**

**Appendix 7 – CONCUSSION AND SUBSTITUTE PLAYER POLICY**

**Appendix 8 – EXTREME HEAT POLICY**

Please refer to DDCA Playing Conditions and the attached Policy documents