

Canterbury and Western Suburbs Cricket Association Inc.

JUNIOR MODE OF COMPETITION

Affiliated with the NSW Districts Cricket Association

Last Amended

3rd August 2005

C&WSCA JUNIOR MODE OF COMPETITION

Rules for All Age Groups

The competition shall be played under MCC Laws of Cricket as amended by the NSWDCCA and the Association's domestic rules and special conditions herein listed.

1 COMPETITION FORMAT

1.1 DIVISIONS

The competition secretary shall form the teams into grades and divisions. The competitions shall be run over a predetermined format as circularised. The number of divisions is to be decided once all team nominations are received and preferably only 1 or 2 divisions in each age group. A regrade is to be considered after the completion of one complete round of competition, with a second regrading at the completion of the second full round of competition with the teams being drawn into their respective grades.

1.2 POINTS SYSTEM

Outright Win	10
Outright Win after tie on 1st Innings	7
Outright Win after loss on 1st Innings	6
Win on 1st Innings or One Day game	6
Bye (not all teams on the table have a bye)	6
Tie on Played out match	5
1st Innings lead when beaten Outright	4
Tie on 1st Innings	3
Tie on 1st Innings when beaten Outright	3
Draw (incomplete 1st innings)	2
Loss on 1st Innings or One day game	1
Outright Loss	0
Bye (all teams on the table have a bye)	0

BONUS POINTS

Bonus pts in 2nd innings of Under 16 two-day matches:

Batting: 3 pts for 175 runs, 2 pts for 125 runs or 1 pt for 75 runs.

Bowling: 3 pts for taking all wickets or 1 pt for every 3 wickets.

1.3 UMPIRES

- (a) Only umpires of C&WSCA Level 0 or 1, or NSWCUA Level 1 or higher are permitted to stand at the bowler's end.
- (b) Should a team fail to provide an umpire with these qualifications then the team shall provide a square leg umpire. Should neither team be able to supply a qualified umpire then two substitute umpires may be appointed by agreement.

1.4 FINALS

- (a) At the completion of the normal rounds of competition, age group divisions that play Two-Day matches are drawn into semi-finals of 2 days duration.
- (b) The team in first place plays the team in fourth place.
- (c) The team in second place plays the team in third place.
- (d) In the event of teams finishing the competition on the same points the *NSWDCA quotient system* shall apply –see appendix
- (e) In the event of a drawn semi final the team finishing in a higher position on the competition table, using *NSWDCA quotient system* if tied, will contest the final.
- (f) The semi-final winners play in a grand final of 3 days duration using the Two-Day rules.
- (g) In the event that a final is drawn or tied the team finishing higher on the competition table as per the *NSWDCA quotient system* shall be deemed to be the premiership winners.
- (h) A player is required to play 4 games in the normal rounds of competition with the team in order to play for that team in the finals.
- (i) The requirement to declare after 60 overs in the first innings is not applied in finals

1.5 PREMIERSHIP

Age group divisions that play only One-Day matches do not play finals. The premiership shall be deemed to be won by the team finishing the competition in the highest position on the points table using the *NSWDCA quotient system* if required.

1.6 JUNIOR CLUB CHAMPIONSHIP

- (a) For the purpose of determining the Junior Club Championship a club's highest placed team's points shall be multiplied by 4.0 for division 1, 1.0 for division 2, 0.75 for division 3 and 0.5 for division 4.
- (b) a club's second highest placed team's points shall be multiplied by 2.0 for division 1, 0.5 for division 2, 0.38 for division 3 and 0.25 for division 4.

1.7 ASSOCIATION AWARDS

- (a) Players in Under 16, 14 and 12 are eligible for end of season performance awards in batting aggregate and average, and bowling aggregate and average.
- (b) Under 10 players do not receive performance awards but all receive a medal of participation.
- (c) To win a batting average or bowling average performance award a player must comply with the following requirements:

BATTING

A player must bat in at least three quarters of his/her team's total batting innings for the season.

BOWLING

A player must bowl in at least three quarters of his/her team's total fielding innings for the season.

- (d) Ties in any prize category will be decided by taking the better figure in the complementary category, ie. If batting aggregate is tied the better batting average is the winner.
- (e) Only one award will be made where a player wins both of two complementary categories, ie. both batting awards or both bowling awards.

1.8 PROTESTS

- (a) If for any reason other than *Forfeits – Minimum players*, at the scheduled starting time either team is unable or unwilling to commence play the opposing team may claim the match on protest by first appealing to the official umpire if present and advising the opposing captain before play commences.
- (b) The team claiming the protest shall furnish in writing, a full report of the reasons to the Hon. Secretary of the Association prior to the next General Committee Meeting in the manner set out by the Association's rules.
- (c) Training and testing to C&WSCA Level 0 can be conducted by a qualified NSWCUA or higher umpire in accordance with a curriculum laid down by the Association.

2 MATCH FORMAT

2.1 ALLOCATION OF GROUNDS

The team occurring first on the draw shall be deemed the home team. The team shall provide bails, stumps, and boundary markers. The semi finals and grand final will be played on grounds as decided by the Executive Committee.

2.2 WET WEATHER

- (a) If the Executive Committee declares the first Saturday of any match except semi finals and grand final unfit for play then all play is cancelled for the day.
- (b) If a ground, or group of grounds, is declared closed and play is cancelled for the day, such declaration will be made by the Executive Committee by 6:30pm on the preceding Friday.
- (c) If the ground is closed by the council, and signage so displayed, then all play is cancelled for the day.
- (d) Should the ground not be closed in terms of (b) or (c) above then the umpires shall determine the ground's fitness for play.
- (e) Match result forms are required for all games except those cancelled by the Executive Committee.

2.3 DECLARED TEAMS

- (a) Teams can declare 12 players per team with 1 batting and 1 bowling twelfth man to be marked beside the player's name.
- (b) A different twelfth man, from the original 12, may be declared for the second innings of a Two-Day match.
- (c) The declared team sheets must be exchanged prior to the toss being made.

2.4 FORFEITS – MINIMUM PLAYERS

- (a) Play shall not commence unless opposing teams have 6 declared players in attendance at the scheduled starting time on each day.
- (b) Any team having less than 6 declared players in attendance at the time set down for the commencement of play shall be deemed to have forfeited the match.
- (c) Absence of a team on any day of a match shall be deemed to be a forfeit by such team with allocation of points to be determined by the Executive Committee.

2.5 SCOREBOOKS

Scorebooks must be signed by either the coach/manager of each team at the completion of **each innings** to verify to score has been agreed upon.

2.6 RESULT FORMS AND MATCH REPORTS

- (a) Result Forms and Match Reports are supplied to clubs for each season. The current season's documents only must be used.
- (b) Where the rules require a batsman to retire on a specified score the Result Form is to show RetX for Retired-Not Out. All other cases of a batsman retiring is to be shown as "Ret" for Retired-Out, a dismissal under Cricket Law 2.

2.7 RESULTS

- (a) Both teams are required to phone results to the C&WSCA Junior Recorder by 8:30pm on last day of match.
- (b) Both teams are required to forward completed results sheets to be in the hands of the C&WSCA Junior Recorder by end of the following Tuesday.
- (c) Paragraphs (a) and (b) also include weather affected games except those cancelled by the Executive Committee.
- (d) Results forms may be e-mailed, faxed or mailed. If this is done by 8:30pm on last day of match then phoning is not required.
- (e) Failure to comply with these requirements will incur fines.
- (f) A team and its players will be excluded from all awards for failure to supply 3 or more match results by the end of the season.
- (g) A team will be excluded from the finals series for failure to supply any match result.

3 DUTY OF CARE

3.1 PROTECTIVE EQUIPMENT

Coaches and Managers are reminded that cricket is a game with potential risks for the players. All Batsman should be made aware of the benefits of using protective equipment, such as but not limited to, helmets, leg guards, gloves, arm guards, abdominal protection and (for males) a protector.

3.2 CLOSE IN FIELDERS

- (a) No player Under 14 years of age, shall field within the 10 metre circle at the strikers end, with the exception of the wicketkeeper, offside slip and gully fieldsman.
- (b) No player Under 16 years of age, shall field within the 10 metre circle at the strikers end unless wearing the minimum protective equipment of a specifically designed properly fitting cricket helmet with face guard and (for males) a protector, with the exception of the wicketkeeper, offside slip and gully fieldsman.
- (c) If a fielder enters the 10 metre circle without the required minimum protective equipment, prior to the ball striking the batter, passing the stumps or being hit by the batter either umpire shall call and signal "dead ball".

3.3 BATTING IN HELMETS

All batsmen are to wear while batting, a specifically designed properly fitting cricket helmet with face guard in all games.

3.4 AGE BOWLING RESTRICTIONS

(a) Limitations on the number of overs a fast bowler may bowl, in all cricket competitions on that day, is set in order to minimize injury to young fast bowlers.

(b) These age limits, as specified in each age group's rules, refer to the actual age of the player, not the age group he/she is competing in.

3.5 COUNCIL REQUIREMENTS

(a) Players, officials, parents and spectators are reminded that that the entire ground and immediate precinct is alcohol-free.

4 LAWS

4.1 NO BALLS

SYNTHETIC PITCHES

(a) A ball that bounces on the grass or ground off the pitch before reaching the popping crease, whether hitting the pitch first or not, will immediately be called a **NO BALL**.

EXCESSIVE BOUNCERS

(b) No bowler is allowed to bowl more than 2 bouncers (FAST balls, pitched and rising above the batsman's shoulders) in any one over.

Transgression is to be called **NO BALL**.

ILLEGAL DELIVERIES

A bowler suspected of "throwing" is to be cautioned and reported.

4.2 LBW

(a) Leg Before Wicket (Law 36) applies to all age groups.

4.3 BATSMAN & TEAM TIMED OUT

Should a wicket fall within two minutes of the appointed time set down for the drawing of stumps and an incoming batsman not be in attendance the team shall be declared all out on appeal.

4.4 SUBSTITUTE FIELDERS

(a) Substitute fieldsmen shall be allowed as per the Laws of Cricket provided that the substitute is qualified by age and is a registered member of the Association.

(b) A fielder may be substituted at any time (injury or illness is not a pre-requisite provided such players are named on the declared team sheet). The umpire must be informed when players are substituted.

(c) Coaches and captains should note that substituting fielders who will bat high in the order of the next innings is deemed to be unfair play under Law 42 and the Spirit of Cricket.

4.5 DRESS

(a) All players must wear proper cricket attire, white or cream shirts (which may have coloured collars and cuffs, with short or long sleeves), white or cream trousers, or shorts for junior players, (if shorts are worn players must wear long white or cream socks), white or cream sweater (with long or short sleeves).

(b) Players must wear predominantly white shoes or boots without metal sprigs and white or cream socks.

(c) Bowlers are permitted to wear footwear that is specifically designed to support them in their bowling action. This footwear must be predominantly white in colour.

(d) Girls must wear trousers, skirts, shorts or shirts in the colours and basic designs as listed above.

(e) Shirts may carry the logo of an appropriate team sponsor.

Format of Two-Day Matches

1 HOURS OF PLAY

1.1 FIRST SESSION

8:30am-10:25am

1.2 MORNING TEA

(a) 10:25am – 10:35am

(b) The Morning Tea break shall not apply should an innings be completed or closed after 9.55am, OR no more than 30 minutes play has been lost due to light or weather conditions.

1.3 SECOND SESSION

(a) 10:35am – 12:15pm (subject to *Loss of Time 2-day*)

(b) Deduct quota 3 overs for a change of innings unless such change coincides with Morning Tea.

(c) If at the designated finishing time the quota overs have not been completed, play shall continue until the overs have been bowled.

1.4 LOSS OF TIME 2-DAY

If the conditions of the ground, weather or light causes a loss of time during the day then the over quota shall be adjusted by deducting 1 over for every 4 minutes or part thereof lost. This does not include time lost at the start of play if the ground is otherwise fit for play.

1.5 LOSS OF FIRST DAY

In the event that the ground (as drawn) is unfit for play on the first Saturday of any scheduled two week competition match the second Saturday shall be played as a One-Day match.

2 GENERAL

2.1 NEW BALL

The captain of the fielding team may elect to take a new or old ball of suitable quality at the commencement of the innings and/or after 60 overs have been bowled or 200 runs scored.

2.2 DECLARATIONS

(a) The team batting first must bat for at least one hour before declaring their innings closed.

(b) The team batting first must declare their innings closed after having batted for 60 overs in the 1st innings.

This rule does not apply to semi finals and grand finals.

(c) A team may declare their innings closed on the second day of the match and play shall commence as per *Hours of Play* providing that (a) and (b) of this rule have been complied with. Competing teams must be at the ground in sufficient time to make the necessary arrangements at the appointed time.

2.3 FOLLOW ON

The team, which bats first and leads by 75 runs or more shall have the option of requiring the other team to follow on their innings.

Format of One-Day Matches

1 HOURS OF PLAY

1.1 FIRST SESSION

8:30am-10:25am

1.2 MORNING TEA

(a) 10:25am – 10:35am

(b) If the team fielding first fails to bowl the over quota by 10:25am the over in progress at that time shall be completed, play shall cease and the over quota reduced to the number of overs bowled by that time, providing that the team batting first has not been dismissed or declared its innings closed. At that time the normal 10 minute Tea shall be taken.

(c) The team batting second shall receive the same number of overs.

1.3 SECOND SESSION

(a) 10:35am – 12:30pm

2 GENERAL

(a) All matches are of 1 day's duration.

(b) All matches are of 1 innings only.

3 LOSS OF TIME 1-DAY

(a) If the conditions of the ground, weather or light causes a loss of time during the innings of the team batting first, then the over quota shall be adjusted by deducting 1 over per team, for every 12 minutes or part thereof lost and there being no set time for the completion of the innings. Provided, however, that nothing in this paragraph shall prevent the team batting first from receiving a minimum of 15 overs if not dismissed beforehand.

(b) If these conditions prevent the team batting second from receiving their full quota of overs the match shall be decided by a comparison of the run rate of BOTH teams.

(c) These run rates are then calculated by dividing the total number of runs scored by the number of overs bowled. For the purposes of the run rate calculations, only each legitimate ball bowled shall count as one-sixth of an over.

(d) Where a team has been dismissed or has declared its innings closed before receiving its full quota of overs, ITS run rate shall be calculated by dividing the total number of runs scored by the QUOTA number of overs that it should have received.

(e) All this provided that a MINIMUM of 15 overs have been completed by each team and provided that play shall cease at the completion of the over in progress at the time set down for close of play unless 5 or less overs remain to be bowled. In this case play shall continue until the team batting second receives their quota of overs or a result is achieved. If more than 5 overs remain to be bowled at the time set down for the close of play the game shall cease at the completion of the over in progress at that time.

(f) If less than 15 overs have been completed by each team, then the match shall be deemed to be a draw, unless a result has been achieved.

Under 16 COMPETITION

1 GENERAL

1.1 MATCHES

Should no play be possible on the first day of a Two-Day match, a One-Day match is to be played on the second day.

1.2 BOUNDARIES

Boundaries will be marked at 60 meters, where the ground allows

1.3 AGE BOWLING RESTRICTIONS

PLAYERS AGED 14 AND 15 AS MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of 12 overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of 6 overs. A bowler cannot bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end.

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

(d) Refer other age groups for players who are younger than these ages

2 UNDER 16 TWO-DAY MATCHES

2.1 QUOTA OVERS IN DAY

(a) A minimum of **55** overs shall be bowled on each day subject to *Loss of Time 2-day*

3 UNDER 16 ONE-DAY MATCHES

3.1 QUOTA OVERS IN DAY

Matches shall be played under a **35** limited over format subject to *Loss of Time 1-day*

Under 14 Competitions

1 GENERAL

1.1 MATCHES

Should no play be possible on the first day of a Two-Day Match, a One-Day match is to be played on the second day.

1.2 BOUNDARIES

Boundaries will be marked at **50** meters, where the ground allows

1.3 AGE BOWLING RESTRICTIONS

PLAYERS AGED 12 AND 13 AS AT MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of **10** overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of **5** overs. A bowler cannot bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end.

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

(d) Refer other age groups for players who are younger than these ages

2 UNDER 14 TWO-DAY MATCHES

2.1 QUOTA OVERS IN DAY

(a) A minimum of **50** overs shall be bowled on each day subject to *Loss of Time 2-day*

3 UNDER 14 ONE-DAY MATCHES

3.1 QUOTA OVERS IN DAY

Matches shall be played under a **35** limited over format subject to *Loss of Time 1-day*

Under 12 Competition

1 GENERAL

1.1 DIVISIONS

If sufficient teams are nominated, an Under 12 Division 1 competition will be run with matches drawn in a Two-Day format. If only 4 teams are involved, the premiership shall be deemed to be won by the team finishing the competition in the highest position on the points table using the *NSWDCA quotient system* if required. If 6 or more teams are involved, at the completion of the preliminary rounds, the top four teams shall contest Two-Day semi finals with the winners playing a Two-Day final. Teams outside the top four may be redrawn into the Division 2 competition. The Division 1 is to be drawn as above for the entire cricket season.

1.2 DIVISION 1

Division 1 plays a combination of Two-Day and One-Day matches. A finals series will determine the premiers

1.3 DIVISION 2

Division 2 plays One-Day matches only. The team on top of the table at the end of the season will be the premiers.

1.4 BOUNDARIES

Boundaries will be marked at 40 meters, where the ground allows

1.5 BALLS

Balls weighing 142 grams must be used.

2 MATCH FORMAT

2.1 DRINKS BREAKS

(a) A drinks break of 5 minutes must be taken after 55 minutes of play, unless the next scheduled close is within 20 minutes.

(b) Players must stay on the field during drinks.

(c) If the batting side has no more batters to come in, the drinks break is to be delayed by 10 minutes

(d) In extreme heat conditions the umpires and coaches may agree to more frequent drinks.

2.2 SUBSTITUTE FIELDERS

(a) Players returning to the field are not limited as to when they can bowl.

2.3 AGE BOWLING RESTRICTIONS

PLAYERS AGED 10 AND 11 AS AT MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of **8** overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of **4** overs. A bowler cannot bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end.

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule. Refer other age groups for players who are younger than these ages.

3 UNDER 12 TWO-DAY MATCHES

3.1 PLAYER BATTING RESTRICTIONS

(a) A batsman is required to retire after either the scoring stroke which takes his/her score to **30** runs or more, OR the scoring stroke which takes his/her score to **50** runs or more, recorded as Retired Not Out (RetX), but may resume and continue their innings when there are no more batsmen who have not batted.

(b) A batsman may retire on any other score, recorded as Retired-Out (Ret), but may not return to the wicket.

3.2 QUOTA OVERS IN DAY

(a) Minimum of **50** overs shall be bowled on each day subject *Loss of Time 1-day*

3.3 BALLS IN OVERS

Overs are to contain a maximum of 8 deliveries.

4 UNDER 12 ONE-DAY MATCHES

4.1 PLAYER BOWLING RESTRICTIONS

(a) Bowlers are restricted to a maximum of **6** overs.

(b) Age bowling restrictions on length of spell, rests and overs per day still apply.

4.2 PLAYER BATTING RESTRICTIONS

RETIREMENTS

(a) A batsman may be optionally retired once per innings, at any score less than **30**, to enable other players to bat, but may resume and continue their innings under conditions set out in paragraph (c).

(b) Each batsman must be compulsory retired after the scoring stroke which takes his/her score to **30** or more, irrespective of having previously been retired under (a) above, but may resume and continue their innings under conditions set out in paragraph (d).

RESUMING FROM RETIREMENT

(c) Optionally Retired batsmen may return to the crease and continue their innings in the same order in which they retired but only when there are no more batsmen who have not batted.

(d) Compulsory Retired batsmen may return to the crease and continue their innings in the same order in which they retired but only when all Optionally Retired batsmen have returned to bat and there are no more batsmen who have not batted.

(e) Batsmen retired and not dismissed under these player batting restrictions are recorded as Retired Not Out (RetX).

4.3 QUOTA OVERS IN DAY

Matches shall be played under a 35 limited over format subject to *Loss of Time 1-day*

4.4 BALLS IN OVERS

Overs are to contain a maximum of 6 deliveries.

Under 10 Competition

1 GENERAL

1.1 PLAYER AGES

NO player under 8 years of age may play in the U10 competition without consent of the executive committee.

1.2 MATCHES

Under 10s play One-Day matches only

1.3 BOUNDARIES

Boundaries will be marked at 30 meters, where the ground allows

1.4 BALLS

Balls weighing 142 grams must be used.

1.5 LEGAL DELIVERIES

A ball is allowed to roll or bounce more than once before reaching the popping crease.

1.6 SUBSTITUTE FIELDERS

Players returning to the field are not limited as to when they can bowl.

1.7 AGE BOWLING RESTRICTIONS

PLAYERS AGED UNDER 10 AS AT MIDNIGHT 31ST AUGUST IN THE FIRST YEAR OF THE CURRENT SEASON

(a) A bowler shall be restricted to a maximum of 5 overs per day. The bowler must reach the maximum in not less than 2 spells. A bowling spell or period can only contain a maximum of 3 overs. A bowler can not bowl again after completing a spell until that bowler has been rested the same number of overs bowled as counted from that end

(b) A bowler may change ends without this action being considered to be an end to his/her current spell of bowling, so long as the change of ends is not delayed by more than one over required to effect the change of ends.

(c) An uncompleted over is counted as a full over in this rule.

1.8 PLAYER BATTING RESTRICTIONS

RETIREMENTS

(a) A batsman may be optionally retired once per innings, at any score less than 20, to enable other players to bat, but may resume and continue their innings under conditions set out in paragraph (c).

(b) Each batsman must be compulsory retired after the scoring stroke which takes his/her score to 20 or more, irrespective of having previously been retired under (a) above, but may resume and continue their innings under conditions set out in paragraph (d).

RESUMING FROM RETIREMENT

(c) Optionally Retired batsmen may return to the crease and continue their innings in the same order in which they retired but only when there are no more batsmen who have not batted.

(d) Compulsory Retired batsmen may return to the crease and continue their innings in the same order in which they retired but only when all Optionally Retired batsmen have returned to bat and there are no more batsmen who have not batted.

(e) Batsmen retired and not dismissed under these (player batting,) restrictions are recorded as Retired Not Out (RetX).

1.9 PLAYER BOWLING RESTRICTIONS

Each player shall bowl a minimum of 2 overs, or have commenced a spell of 2 overs, before any bowler is permitted to bowl a third over.

2 UNDER 10 MATCHES

2.1 QUOTA OVERS IN DAY

One-Day matches shall be played under a 30 limited over format subject to *Loss of Time 1-day*

2.2 BALLS IN OVERS

Overs are to contain a maximum of 6 deliveries.

Appendices

1 NSWDC A QUOTIENT SYSTEM

(a) The batting average for each team shall be calculated by dividing the total number of runs it has scored by the number of wickets it has lost;

(b) The bowling average for each team shall be calculated by dividing the total number of runs scored against it by the number of wickets captured; and

(c) The result of (a) is divided by the result of (b) and the team having the higher resultant quotient shall be deemed to have the better performance.

(d) For the purpose of this By-Law, a player who has retired hurt shall be deemed to be Not-Out and a team that declares its innings closed shall be deemed to have lost the total number of wickets that have fallen.

2 CODE OF CONDUCT

The Code of Conduct (the Code):

26.1.1 The Code applies to all players, officials, office bearers, and members of clubs that participate in any affiliated association competition or fixture of the NSWDC A. It applies to all officials, office bearers and members of all affiliated Umpires Associations, and it applies to any person listed above whether they are on or off the field or taking part in a match or not.

26.2 RULES OF THE CODE

26.2.1 If the Code applies to a person,

a) they must not assault or attempt to assault an Umpire, another player or spectator;

b) or abuse, either orally or physically, another player, Umpire or spectator;

c) or dispute, as distinct from question, an Umpire's decision or react in an obviously provocative or disapproving manner towards an Umpire, their decision, or generally following an Umpire's decision;

d) or use crude and abusive language, hand signals or other gestures,

e) or refuse to supply their full name and registered address, when required by a person eligible to lodge a report:

or permit time wasting, conduct on field coaching, take any action likely to bring about a contrived result

f) or undertake any conduct that is against what is understood to be the commonly accepted

'Spirit of the Game' (26.2.2). The NSWDC A expects umpires to act strongly and promptly to prevent the use of foul language, either in general or directed specifically at individual players, and to report players who express dissent from their rulings.