



South East Cricket Association Inc.

AFFILIATED VICTORIAN METROPOLITAN CRICKET UNION

Administration & Rules Handbook

Season 2026 / 27

Version 1.0 – As Printed, October 2026

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Statement of Purposes

1. The name of the Association shall be: South East Cricket Association Incorporated.
2. The purposes for which the Association is established are:
 - a) To promote, control and manage, free from any objectionable feature, all pennant matches between the clubs comprising the Association
 - b) To help and advance cricket in Victoria
 - c) To foster a better acquaintance and social spirit amongst the members of the various clubs

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The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

(taken from the MCC Laws of Cricket, 2017 code as revised)

Club Responsibilities

1. All match scores & notable performances for Friday and Saturday games must be entered into the PlayHQ system by 9.00am Sunday morning. This is the responsibility of the HOME team.
 - a. Full match scores for all games must be entered into PlayHQ by 8.00pm on the Monday night following the weekend's play
 - b. Failure to comply, penalty \$50 per day of round.
 - An additional \$100 penalty will apply if the full details are not entered within 4 weeks from the final date of play.
 - c. Note: Individual player details must be recorded in PlayHQ for that match to count for finals eligibility.
2. Clubs "Live Scoring" a shield grade game, must enter their teams online by 11:30am on the first day of play.
 - a. Longmuir and Woolnough grade home teams, are required to eScore in PlayHQ
 - b. Away teams must use a SECA-supplied scorebook
 - c. Failure to comply, penalty \$50.
 - d. Clubs may also choose to live score any other non-shield grade game as well, but if they do, the same requirement to run a traditional scorebook in parallel applies
3. It is expected that all clubs will attend the Annual General Meeting and any other meetings convened by the Executive.
 - a. Failure to comply, penalty \$50.
4. Any club giving a forfeit or walkover must inform the SECA GM and opposition club by no later than noon on the Friday preceding the game. See also by-law 4.4.8.2
 - a. Giving a forfeit or walkover, penalty \$50 or \$100
 - b. Failure to notify on time, additional penalty \$100.
5. Umpire Appraisal emails are sent from PlayHQ and must be responded to by 8.00pm on the Monday night following the game's conclusion.
 - a. Failure to comply, penalty \$50 per round.
6. All clubs must approve or refuse a PlayHQ "transfer" (aka the old clearance) by the 7th day after receipt, as per by-law 3.2.2.
 - a. Failure to take any action may incur a fine at the discretion of the SECA Executive

(cont.)

7. Clubs are obliged to participate and respond appropriately to all official SECA club online surveys. These surveys are essential in shaping the association's future.
 - b. Failure to respond will incur a fine at the discretion of the SECA Executive
8. Any club withdrawing a team from the competition after the fixtures have been released will incur a fine of \$100
9. All SECA clubs are highly recommended to invest in a defibrillator to be available for ALL senior games, regardless of whether the games are played on a ground with pavilion facilities
10. It is again highly recommended that ALL clubs hosting shield grade games invest with a streaming partner (such as, but not limited to, "Frogbox") to ensure match video is available online
11. Afternoon Tea requirements: Refer by-law 4.2.7
12. All shield grade games must have boundary lines marked clearly with suitable line marking paint as well as cones. Other grades can just use cones as required. When line-marking grounds and pitches, clubs should also ensure that a line is marked at a square-leg and point location at each end of the pitch, to assist umpires in being able to judge run-out decisions.
13. Note that the use of pitch covers in SECA is strictly forbidden. Refer to new by-law 4.5.1.1

PlayHQ player fill-in policy

This policy has been in place since the commencement of PlayHQ in season 2023/24 but is now being made clearer and official by inclusion in this document as a new by-law 3.5.4.

Clubs are expected to abide by this policy or penalties will apply as per the registration requirements of by-laws 3.1 and 3.5.3.

Social Media Policy

Background

SECA recognises that social media is an important part of the way members communicate. Members are actively encouraged to participate in social media and share their experiences in cricket.

SECA recognises the importance of the internet to improve and increase the flow of information, shaping public thinking about our organisation, members, sponsors, and stakeholders.

Accordingly, SECA will look to develop and maintain its own online social media presence through which it hopes to deliver content to its members and the public to develop and increase opportunities to play cricket in our region.

Social media is a broad and changing concept. It generally refers to interactive electronic forums or online media where people are communicating, posting participating, sharing, networking, or bookmarking.

For the purposes of this by-law, social media extends to:

- Electronically communicated material, whether written, photographic, video, or audio, which is accessible by more than the member alone
- Social Media websites such as Facebook, YouTube, Twitter, Instagram, LinkedIn, Wikipedia, Flickr and related domains
- Blogs; social networking sites; instant messaging; social bookmarking, media sharing and collaborative editing websites
- Any other forum which might reasonably be classified as social media as that term is generally understood; and
- Any other forum for public comment

(cont.)

Guidelines

When using social media, a person must not:

- Abuse others or expose others to content that is offensive, inappropriate or for an illegal purpose
- Impersonate or falsely represent any other person, including SECA or another member
- Abuse, harass or threaten any other person, including SECA or another member
- Make defamatory, racial, or slanderous comments
- Use obscene, offensive, insulting, provocative or hateful language
- Post material that infringes the intellectual property right of others
- Intrude upon the privacy of other members of SECA without the consent of such members
- Interfere with the conduct of any event run by SECA
- Comment in a way that may be construed as harming the reputation of person/s, organisations or SECA, including sponsors and stakeholders

The Australian Cricket “Looking After our Kids” Code of Behaviour sets out the expectations or acceptable behaviour for Australian Cricket Personnel, Australian Cricket Players and Cricket Participants when interacting with Children or Young People, including with respect to use of electronic or online communications.

All email, text messages and other messages, including group/team messages sent to a Child or Young Person should include their parent or guardian as well as to a Nominated Supervisor or Person in Authority (or other contact nominated by the Affiliated Association or Club) of the Affiliated Association or Club.

Communication must:

- be restricted to issues directly associated with delivering our sport, such as advising that a scheduled event is cancelled
- personal or social content limited only to convey the message in a polite, and friendly manner. In particular:
 - not include anything that may be perceived as being sexual in nature
 - not be used to promote unauthorised ‘social’ activity or to arrange unauthorised contact
 - not include a request for a Child or Young Person to keep a communication a secret from their parents; and

(cont.)

- not include a request to 'add as a friend', 'follow' or communicate with Children or Young People using Facebook, Instagram, Twitter, Twitch, Snapchat, TikTok (or other social networking sites), Internet chat rooms or similar forums, game sites or instant messaging

Complaints

Any person may report a complaint about a person/s or organisation bound by this policy.

If they believe that a person/s or a sporting organisation has breached this policy, a complaint should be reported to SECA in writing to the General Manager by email at admin@secacricknet.com.au.

A complaint may be reported as an informal or formal complaint.

All complaints will be taken seriously and dealt with promptly and confidentially.

Consequences

SECA and its members continually monitor online activity in relation to the social media of SECA and members. SECA encourages members to report detected breaches or suspected breaches of this policy to SECA, including any use of social media which is likely to harm SECA's reputation.

Any person/s or organisation that are found to have breached this SECA Social Media Policy, will face investigation by SECA. Failure to comply with these guidelines may result in disciplinary action, which will be determined at the discretion of SECA.

In serious cases, players/s or organisations face suspension from games or official positions.

SECA expressly reserves the right to take any action, including dealing directly with Social Media providers, to remove any posted material that it considers to be in breach of this By-law.

In serious situations, Victoria Police and Cricket Victoria may be involved should the nature of the breach warrant escalation.

Summary of changes in this edition

The SECA executive reserves the right to make minor amendments to these rules, for the purposes of clarity or correction, at any time.

Further, some changes to the Junior rules are decided upon by the Juniors Working Group which includes representatives from all junior clubs.

Season 2026 /27

General:

- Pitch covers shall not be used at any time (by-law 4.5.1.1 and club responsibilities)
- The introduction of designated rounds in Reduced Overs grades whereby certain one-day games will be played as 20-over games instead of 35-over games
 - New by-law 4.4.2.11

SECA modifications to the MCC Laws of Cricket

- MCC Law 38.3 has been modified to require a warning be given before a “Mankad” dismissal is successful

By-Law amendments survey:

- Standard Overs grades, one-day matches will now be 40-over games instead of the previous 38-overs (by-law 4.01)
- A change to “Ordinary Conditions” (refer 4.4.6)
- Routine updates to the Rules Matrix for juniors and seniors

Umpire Payments

- In light of the increased overs to be played in “Standard Overs Grades” from 38 to 40 per innings, the umpire payments for such games have been re-aligned to be equivalent to Quiney and Pullen Shield games.
- Refer umpire payment table at by-law 4.03

Season 2025 /26

General:

- new rule 2.8.2.4 to clarify investigation procedures
- Shield Grade games PPS reduced from 21 to 20 and the PPS rules clarified re data entry into PlayHQ
- Bowling overs from one end in blocks, in all “Reduced Overs” grades is now mandatory – refer to rule 4.4.2.9
- All references to the now defunct “one-day grade”, last used several years ago, have been removed
- Formal inclusion of the PlayHQ fill-in policy in 3.5.4
- Rule 4.6.4 clarified re dropping grades in the last 2 rounds
- All references to the number of overs to be deducted in the event of bad weather have been changed to 1 over per 3 minutes of lost time
- Updated Junior Formats matrix and amendment of some junior by-laws, refer to the matrix
- New Senior rules matrix included in 4.04
- Clarify that wearing shorts in games, is not permitted
- New SECA exec treasurer and members JA and Chris M
- Club Directory and location of grounds have been removed
- Club contact names have been removed
- References to “clearances” changed to “transfers”
- U16 & U18 match balls are now coloured Pink
- New clause 3.1.1.1 which clarifies the SECA levy is payable by ALL players who register to SECA
- New Umpire payment rates

Club Responsibilities:

- Highly recommended that all clubs invest in a defibrillator
- Highly recommended that all Shield grade games be live - streamed via a partner such as Frogbox
- The “Afternoon Tea” requirements for shield grade games and grounds without facilities are clarified. Ref 4.2.7
- The requirement to live score and also run a traditional SECA scorebook has been clarified
- New note on boundary and square-leg line markings

Changes voted in by clubs:

- 12 players to participate in Reduced Overs grade one-day games, refer by-law 4.6.6

Season 2024 /25

Rule changes, including by-law amendments, are initiated by SECA clubs or the SECA Executive and will mostly have required club voting endorsement.

1. Club survey at the end of season
2. Formal by-law proposals pre-season
3. Other changes

Nb.: Not all changes that are happening as a result of adoption of the PlayHQ system have been incorporated into the SECA By-Laws yet. eg. re Transfers and Permits.

The following is a summary of the major changes:

Club Survey

There were no by-law changes this season arising from the club survey.

By-Law amendments survey

By-Law 3.3 Premier/subbies – Clarify rules around multiple movements between Premier/subbies and SECA

By-Law 4.01 Match times – Changed because of all games now starting at 12:30pm instead of lower grades starting later.

Other changes

Victor Sports T20 – changing to white 2-pce balls this year

By-Law 3.6 Finals qualification

Clarify that the consecutive teams rule has a Special Note that applies only to Reduced Overs Grade finals games.

By-Law 9.7 Concussion policy

A new policy has been included and will be reviewed from time to time.

By-Law 5.8.1.3 Female players in junior games

The special 2-year age dispensation for female players in junior matches has been removed so that males and females are now treated equally.

By-Laws 5 and 6 – Many changes and clarifications have been made as a result of the recommendations of the Junior Working Group.

Note in particular the bigger, better and tastier Rules Matrix.

Umpires

The amounts payable to Umpires have not changed in 24/25.

Refer to the start of By-Law 4.

SECA Modifications to the Laws of Cricket

The Marylebone Cricket Club, the sole authority on the Laws of Cricket, carried out a complete revision and rewrite of the Laws of Cricket that took effect worldwide on October 1st 2017, reviewed again since and most recently in mid-2022.

Due to the nature of our competition, the SECA Executive, in consultation with SECUA representatives, determined that the following variations to the new Laws will apply in SECA matches. These have been kept to a minimum for simplicity and to limit confusion.

a. Law 1 Replacement Players

SECA will follow the guidelines as issued by Cricket Victoria from time to time, with respect to Covid19 and concussion protocols.

Please refer to the SECA General Manager for more information.

b. Law 24 Fielders' Absence; Substitutes

Under the previous Laws, a period of grace of 15 minutes was allowed for absence from the field before any Penalty time was applied to a team member being able to bowl upon their return to the field. The new Law has withdrawn any period of grace. However, SECA match conditions will apply the following variations: -

- If the player is absent from the field for **longer than 8 minutes** the player shall not be permitted to bowl in that innings after their return until he/she has been on the field for at least that length of playing time for which he/she was absent. For ease of adjudication, absence for **no longer than two completed overs** shall be deemed to comply with the 8 minutes period of grace.
- These restrictions shall not apply if the player has suffered an **external blow** (as opposed to an internal injury such as a pulled muscle) whilst participating in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for **very exceptional** and wholly acceptable reasons (other than injury or illness).
- A player's unserved Penalty time shall be **limited to 90 minutes**.

- As our matches generally are played over 2 weekends, unexpired Penalty Time for time off the field **shall not extend to the next playing day**.
- As our by-laws allow the use of substitute fielders basically for any absent player, Penalty Time shall **not apply to a team's subsequent batting innings**. However note that our By-Law 4.6.3 does not allow a substitute merely to rest a player or to replace an inferior fieldsman.
- To avoid the use of substitute "gun" wicket-keepers, particularly in lower grades, **substitute fielders shall not be able to keep wickets**, as per the former Law.

c. Law 25.8 Strikers right to play the ball

d. Laws 27.4 & 28.6 – Unfair movement by fielding side

The above 2 law changes in 2022, are NOT adopted by SECA.

e. Law 38.3 – non-striker leaving their ground early

Aka a "mankad" dismissal. SECA require that a warning be given before the non-striker can be dismissed in this manner. The warning shall only be required once per innings, not per batsman, so it is not required for later batsmen in that innings.

f. Law 42 Players' Conduct

The ability to penalise a player or team under this Law shall not apply to club (unofficial) umpires. Clubs still retain the ability to report any occurrence of inappropriate behaviour to SECA under By-Law 2.8.2

g. Law 41.7 Bowling of Dangerous & Unfair Non-Pitching Deliveries

The SECA Executive has reviewed the new 2017 Law of Cricket 41.7 and considers that aspects of it are not appropriate for the varying abilities of bowlers across all our grades.

Accordingly, the following modifications to Law 41.7 will apply forthwith in all SECA senior games:

- i. Any delivery, **irrespective of pace**, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal **No Ball**.
- ii. In the case of **medium-pace and faster** deliveries, the umpire shall warn the bowler and the bowler's captain after the first and second of such unfair deliveries. After a **third such delivery** by the bowler in the same match, the umpire shall direct the captain to suspend the bowler from bowling forthwith for the remainder of the match.
- iii. In the case of **slow-paced deliveries**, no additional action shall be taken by the umpire other than to call **No Ball**, unless the situation arises that such deliveries become frequent and/or dangerous. The umpire may then direct the captain to suspend the bowler from bowling forthwith for the remainder of the match. The umpire should take into account the playing conditions, the ability and experience of the bowler and the degree of danger to the batsmen.
- iv. If an official umpire considers that any bowler has deliberately bowled a non- pitching delivery that is dangerous, he may direct the captain to suspend the bowler from bowling forthwith for the remainder of the match, without warning. An official umpire should report the player in this instance. If no official umpire is in attendance, the aggrieved club shall report the matter to SECA.
- v. When a bowler is suspended from bowling, if applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

All Laws of Cricket published by the MCC, except those noted above will apply in all SECA matches.

Restricted One-Day Grade

Note: This grade format is not scheduled for the current season.

Overview

SECA acknowledge the difficulty many clubs have in filling their lower grades at various times during the season. The Grading and Fixturing Sub-Committee has arranged that the lowest senior grade, will play One-Day games only. With games not drawn on weekends usually affected by outside activities, hopefully this will keep walkovers to a minimum and reduce the number of Two-Day games in other grades being rescheduled as One-Day games.

It is important to note that it is our lowest senior grade, designed for casual cricketers, developing juniors, father/son/daughter combinations and low commitment players.

Note that these rules are not yet part of the formal SECA by-laws as this grade is considered part of a trial.

Why have we implemented this restricted grade with its special fixture?

- Clubs are looking for innovative ways to balance player commitment, age, availability, levels of interest etc. in order to retain active membership
- Many clubs have expressed a desire for more one-day games at the lower levels in order to assist with team selection and player retention
- Previously, for example, with only one week's break for some grades over Cup weekend, any member of that team who did not want a break, could not play in another club team because that other team was likely playing a 2-day game. This grade's fixture will aim to allow members of the lower graded team to be available to help cover shortages in higher teams over such weekends
- Similarly, at the start of the season and the resumption after the Christmas break

Notable points about the fixture:

- There are fewer playing days of cricket than any other grade
- The match rules are as per the 55-over competition normal One Day game rules- - (NOT the rules as used in the separate One Day grade)
- All games are one-day games including finals
- There are special player eligibility rules for this grade, see next page

Depending on the specific clubs and their ground availability, it may be necessary to schedule a Sunday game or two, although SECA will try to avoid this. Some clubs may play each other 2 or even 3 times, the draw cannot always be even.

It is not to be used for:

- Higher standard cricketers unwilling or unable to commit to 2-day games
- A convenient grade to play a 1-day game whilst waiting to get back into their normal higher grade

The Player Interchange rule should be used wherever possible to accommodate higher standard players who are available one week only

Rules for selection:

- The normal regulations apply regarding player eligibility, registration, clearances, etc contained in by-law 3, the same as in all other grades
- The player “demotion rule” (By-Law 4.6.4) shall apply as normal
- In addition, a player who has played in a SECA shield grade game (or the 1st or 2nd top grades of equivalent competitions or higher) in the current season, or last 5 years, is not eligible for selection
- Players with a good recent track record in competitions such as Premier cricket, sub district cricket, Cricket Southern Bayside etc. in any grade, should not really be playing here
- Nb. Players aged 45yo or more on the 1st of September each season, or are Under 16yo as at the same date, are exempt from all restrictions
- A club may apply for permission to play an otherwise unqualified player under extenuating circumstances. Permission must be obtained the day prior to the game’s commencement

Guidelines for selection:

Selectors/Captains - Ask yourself:

- is this player good enough to be in our 1's or 2's?
- should they really be playing much higher?
- are they likely to dominate?
- are they a quick enough bowler to potentially cause injury to young players or less able older batsmen?

If yes to any of the above, you should not be picking them. SECA will regularly review participation in the grade and may apply penalties if the spirit or actual selection rules are broken.

The success of this grade depends on clubs recognising that it is each club's lowest grade and picking their teams accordingly, in the best interests of the game.

The SECA Executive reserves the right to move a team into a more appropriate grade during the season should it consider that the spirit of this grade is being compromised. It may also prohibit an inappropriate player from playing in this grade. The normal conditions of play for One-Day Games (By-Law 4.4.2) (Reduced Overs Grades) shall apply to all games in this restricted grade unless clubs are notified differently.

Any query should be settled with SECA well in advance of the game's commencement.

Finally, this “restricted” grade is not necessarily offered every season by SECA. It will depend on the wishes of clubs expressed as per the affiliation process prior to the start of each season.

This grade format is not applicable this season.

Victor Sports T20 Tournament

Basic Competition Rules

Match Arrangements

- Games to be played on Tuesdays starting at 5.15pm. Wednesday is the reserve day. However, games may be played on other days eg. Wednesday, Sunday in the preliminary rounds, providing both clubs agree and SECA is notified in advance.
- SECA Umpires to be used in all games. Umpire(s) to receive payment as per the schedule. SECA will pay umpire fees in finals.
- Clubs are to supply their own 2-piece white Kookaburra balls for this competition in the preliminary rounds, available from SECA equipment sponsor Victor Sports. SECA will supply finals balls.
- Clubs should check their local Council re ground availability and also consider liquor licence obligations.

Player Regulations

- Open to all players, aged 15 and above as at 1st October in the current season, registered with the participating SECA club in the current season. But see "Guest Player" below.
- To be eligible to play, each player MUST have played at least one senior SECA game during the current or previous season OR must NOT have played in any other competition if their last SECA game was in the season/s before. If unsure about a player's eligibility, contact SECA for a decision.
- Guest Player- Each club is entitled to 1 Guest Player per match during the tournament who may be from any SECA club (other than those competing), other association or an unregistered player, but a permit must be granted by SECA prior to that player's participation. A different Guest Player can be used in each of the preliminary matches but only ONE qualified Guest Player can play in a finals match.
- To be eligible to play in the semi-final or grand final, a player MUST have played at least 1 of the 3 preliminary matches, during the current SECA T20 tournament.

- Each team is to supply a 'Team Manager', who is responsible for liaising with the umpires and captains to ensure players are ready and that time is not lost in any way.
- SECA actively encourages clubs to have a club-coloured shirt, pants and pads for the T20 competition and to have Names & Numbers printed on the back of each shirt, to help distinguish this competition format from the normal SECA competitions. The only stipulation is that all players wear the same thing, not a mix of whites, some coloured shirts, long pants and/or any colour shorts.

Competition Rules

- 5.15pm start. 75 minutes per innings maximum. 10 minutes break between innings. If play is delayed by more than 30 minutes from the scheduled start time, then the game should be abandoned or re-scheduled.
- Overs to be bowled in blocks of 5 from each end to save time.
- Under the Laws of Cricket, the following deliveries shall be called No-Ball:
 - Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.
 - Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, whether or not it is likely to inflict physical injury on the striker.
 - Short- pitched bowling is also restricted to one short-pitched ball per over. Short- pitched is defined as being of or above shoulder height when a batsman is in his normal batting stance. A second or subsequent short-pitched ball shall be called No Ball.
 - Leg-side wides: Any delivery which passes outside the line of the leg stump without touching the batsman's bat, equipment or body shall be called a wide. Exception: A ball that passes between the batsman and the leg stump shall not be called a wide.

- Free Hit! When a No Ball is called for a front foot offence, above waist full toss or short-pitched ball, the batsman will then face a free hit on the next legal delivery, when the only dismissal mode is Run Out. Note – If the same batsman is on strike for the free hit, then all fielders must remain in the same positions they were fielding when the No Ball was bowled.
- 30 metre fielding restriction rule, from the centre stump at each end. (Clubs will need to create the 30m circle, either a series of flat markers /discs or painting the marks directly on the ground.)
- Fielding Restrictions (30m rule).
 - First 6 overs, maximum of 2 players outside the 30m circle.
 - Last 14 overs, maximum of 5 fielders outside of the 30m circle.
 - Maximum of 5 fielders on the Leg Side at all times.
- Bowlers are restricted to 4 overs each.
- Incoming batsmen must be ready when a wicket falls. Batsmen may be timed out after 1 minute if they are not ready to face up.
- 20 overs need to be bowled within 75 minutes. A 10-run penalty will apply against the bowling side for each full over not bowled within the 75 minutes. The official umpire/s may modify or rescind this penalty should exceptional circumstances exist.
- In the event of a tied game, a Super Over will be played to decide the game. A toss will decide which team bats first. One bowler will be selected by each bowling team. If 2 wickets are lost, this shall end the batting team's over.
- All teams to input their game details into PlayHQ by 8pm on the Thursday after the game, fines payable if late.
- Winning teams to receive 2 points. No points for losing teams. Byes are worth 2 points, same as a win. Washouts will result in 1 point to each team, if a reserve day is not an option.

Finals Arrangements

The top 4 teams in each group will compete in the Semi-Finals. If teams are equal on points, then the Net Run Rate method will determine their placings.

Semi-Finals (1 v 4, 2 v 3), then both winners shall advance to the Grand Final. The Semi- Final teams with the highest finish will host the respective final provided their ground is available and suitable. If not, then it will be played at the other team's home ground. SECA will select the Grand Final venues.

Player Points System (PPS)

Each club fielding a team in Shield Grades must comply with the requirements of this rule for the season as set out hereunder.
REFER BY-LAW 3.4

1. POINTS

The team make-up may comprise any mix of players, provided the total number of points allocated does not exceed the maximum match points as defined in Rule 5 below.

2. POINTS DETERMINATION

2.1 Prior to the commencement of a season, each club that fields a team in any Shield Grade is required to enter a player points value into PlayHQ of ALL registered players, in accordance with the provisions of Rule 3 below. Player Points entry will be closed to clubs, by Sunday prior to round 1 each season

2.2 A club may request a review of a players point value via the appropriate form and submitted to SECA.

2.3 Any additional players required after the season has commenced, must be sent (by the club) to the SECA GM. Any such request must be submitted by 8pm on Friday prior to the first match for which the player is required.

2.4 Clubs failing to have a player listed (points value in PlayHQ) prior to a match shall be fined \$30 per breach.

3. PLAYER TYPES

3.1 Player types are determined according to the following table, using the highest points allocation attributed to a player over the previous five seasons. Exception: Any player who has qualified for finals in the Junior section of a SECA club in any two previous seasons shall automatically be defined as a Type 1 player for that Club.

Type	Category	Description	Points
1	Base Player	Played 2 junior seasons at this Club or only played at this Club (minimum 2 seasons)	1
2	Other Affiliate	Has not played in any organized cricket match in Australia or overseas in the past 5 seasons. Played in a VMCU / VCCL Competition or other State equivalent. Played VSDCA or other State equivalent 2nd, 3rd or 4th XI. Played Premier or other State equivalent 3rd or 4th XI.	2
3	SECA VSDCA 1 XI Premier 2 XI Overseas A	Played at another SECA primary club * Played VSDCA or other State equivalent 1st XI. Played Premier or other State equivalent 2nd XI. Played non-representative cricket overseas and is an Australian resident**	3
4	Premier 1 XI Overseas B	Played Premier or other State equivalent 1st XI. Played a Representative match overseas or is not an Australian resident eg, playing in Australia on a seasonal basis only. #	4
5	First Class ##	Played First Class, List A One-Day or T20 in Australia or elsewhere	5

* SECA primary club – defined as a club that has its Senior First XI in a SECA grade.

** Australian Resident – means a person who is living in Australia and is either: i) an Australian citizen, ii) a permanent visa holder, or iii) a Permanent Protection Visa (PPV) holder.

Representative Match – means any of the following matches: i) County 2nd XI, or ii) Provincial 2nd XI, or their equivalent.

First Class – defined as any cricket match which has been granted First Class, List A One-Day or Twenty20 status by a national governing body, eg. Big Bash or overseas equivalent.

4. CLUB SUBMISSIONS / SECA RULINGS

A club may submit a request for consideration of player type (player points review form) or team points re-evaluation by the SECA Match Sub-Committee under extenuating circumstances. The SECA Match Sub-Committee reserves the right to allocate Player Points as it sees fit to any player not specifically covered by a category as in Rule 3 above or in circumstances outside the spirit of the prescribed system.

The Player Points review form is available online.

5. TEAM POINTS

5.1 The maximum number of points for any team is 20, per playing day. Contact the SECA GM if an interchange player nomination will make the team exceed 20 points.

6. LOYALTY PROVISIONS

6.1 All players, other than Type 1, will have their points allocation reduced by one point following the completion of two seasons at their SECA Club. According to type, they will then reduce their points allocation by one point per season until they reach one-point status as per the following table.

Type	Season 1	Season 2	Season 3	Season 4	Season 5	Season 6
1	1	1	1	1	1	1
2	2	2	1	1	1	1
3	3	3	2	1	1	1
4	4	4	3	2	1	1
5	5	5	4	3	2	1

Exceptions:

- i) An Overseas B player ("fly-in") who primarily resides outside Australia between SECA seasons will not be eligible for a loyalty deduction for the subsequent season.
- ii) A Type 5 player will not be eligible for a loyalty deduction if he played at Type 5 level during the previous SECA season, the intervening off-season or the current SECA season.

6.2 For a player to qualify for a season loyalty points reduction, he must have been eligible to play in senior finals in accordance with SECA By-law 3.6.(4 games). Exception - games played on permit do not qualify for a loyalty provision.

6.3 Any points status achieved shall remain for life with that Club.

Exceptions:

- A player who has played less than 5 seasons with a SECA primary club will not retain their loyalty points status upon playing with another SECA primary club. That player will be a Type 3 player if returning to his original club.

7. PENALTIES

7.1 Failure to have player points listed in PlayHQ prior to a match - club shall be fined \$30 per breach.

7.2 Breach of the Maximum Number of Points - club shall be fined \$250 and the team shall lose 6 premiership points for each breach.

7.3 Should any Club knowingly or negligently make a false or incorrect declaration regarding Player Points allocations or otherwise not comply with these rules, the Club may be penalised in line with the penalties set out below.

Penalties may include (without limitation):

- a) Loss of points -current season
- b) Suspension from finals -current season
- c) Player suspensions
- d) Club fines
- e) Any other penalty determined by the SECA Executive from time to time



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CONTACT:

SECA Umpires Association President – Stephen Jasiak

0436 482 783 / stephen.jasiak1971@gmail.com

SECA Umpires Association Secretary – Doraiswamy (Srin) Srinivasan

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SECA Umpires coach – Andrew Collison

0411 862 617 / umpires@secacrick.com.au

Laws

This section removed from the printed handbook, for space reasons.

By-Law 1 – Standing Orders

This section removed from the printed handbook, for space reasons.

By-Law 2 – Management & Administration

This section removed from the printed handbook, for space reasons.

By-Law 3 – Player Records & Eligibility

3.1 Registration Procedure:

Nb. PlayHQ refers to a traditional “clearance” as a permanent “Transfer” from one primary club to another. A “Permit” is required where a player is playing for multiple clubs in one season. Where these by-laws refer to a clearance, it also means a PlayHQ Transfer.

- 3.1.1 All players must be re-registered annually.
 - 3.1.1.1 ALL Players MUST pay the SECA levy as determined by the SECA Executive each season
- 3.1.2 All registrations shall be entered by the player/club into PlayHQ. Registrations involving clearances require an online Transfer application via PlayHQ (See By-Law 3.2)
- 3.1.3 A registration shall be deemed to be effective as per the electronic date stamp of the registration (ie. final approval date in PlayHQ).
- 3.1.4 Clubs shall have electronic access to their list of registered players. The SECA shall have complete access to all registered players of all clubs. Access shall be available at all meetings of the SECA.
- 3.1.5 If any player or club official deliberately falsifies the registration process, the Executive of the SECA may impose any penalty it deems fit.
- 3.1.6 Registration of a new player does not become operative until the player has been recorded as having participated in a game in the Association.
- 3.1.7 Refer to the PlayHQ “Fill-in” policy, as adopted by SECA, for additional requirements.

3.2 Transfers (formerly known as a clearance)

- 3.2.1 A player who has played for, or has received a transfer to, a club in the Association either during the previous two seasons or the current season cannot play for another club in the Association unless a transfer has been submitted to and endorsed by the Association prior to the game in which the player first represents his new club. See also By-Law 5.8.3 regarding permits for junior players).
- 3.2.2 Transfer applications must be lodged via PlayHQ by the club seeking the transfer. The former club of the player must deal with the application within 7 days of receiving it. If no action has transpired after 7 days, the Executive will grant the transfer.
- 3.2.3 For a transfer to be effective for a particular match, it must be approved online by the former club by 8pm on the Thursday prior to the scheduled commencement of that match AND subsequently endorsed by the Executive or Registration Secretary prior to the match's commencement.
- 3.2.4 Any player refused a clearance by his club may appeal in writing to the Executive enclosing the refused clearance form. The Executive may if it so elects uphold and endorse the clearance.
- 3.2.5 Where a clearance is not required but the player is listed in PlayHQ in another club, an automatic on-line transfer is required.

3.3 Player Transfer Provisions

The following provisions apply in respect of players transferring to or from the Associations referred to:

3.3.1 Cricket Victoria (CV)

- 3.3.1.1 A player of a club in the CV competition (all Premier grades) shall be eligible to play in this Association free of any permit, clearance or transfer provisions other than those set out in sub-clause (3.3.1.2) herein. However, once having played in a CV competition game in the current season, a player cannot be nominated in a SECA senior team below that club's 2nd XI for the remainder of the season, except with SECA approval. If a player has played in the 1st or 2nd XI of a CV competition in the current or prior season, they cannot play below the 1st XI of the SECA club, except with SECA Executive approval.
- 3.3.1.2 A player who has represented his CV Premier club in the first or second grades after the 31st day of December in the current season shall not be eligible to transfer to the

senior section of this Association for the remaining period of the season. This provision shall not apply in respect of a player, who desires to transfer back to the SECA club he represented earlier in the current season. However, if after transferring back to the SECA, a player then returns to his CV club, and plays in the 1st XI or 2nd XI, he shall not be eligible to play in the senior section of the SECA for the remainder of the season.

- 3.3.1.3 A player in this Association shall be eligible to transfer to the CV competition free of any permit, clearance or transfer provisions.

3.3.2 Victorian Sub District Cricket Association (VSDCA)

- 3.3.2.1 A player who represented a club in the VSDCA in the preceding season shall be eligible to play in this Association free of any clearance or transfer provisions. However, if a player has represented his club in the VSDCA during the current season, he must obtain a clearance from his club to be eligible to play in this Association and cannot be nominated in a SECA senior team below that club's 2nd XI for the remainder of the season, except with SECA approval. If a player has played in the 1st XI of the VSDCA competition in the current or prior season, they cannot play below the 1st XI of the SECA club, except with SECA Executive approval.

- 3.3.2.2 A player who has represented his VSDCA club in the first grade after the 31st day of December in the current season shall not be eligible to transfer to the senior section of this Association for the remaining period of the season. This provision shall not apply in respect of a player who, with the agreement of his VSDCA club, desires to transfer back to the SECA club he represented earlier in the current season. However, if after transferring back to this Association, a player returns to his VSDCA club, and plays in the 1st XI, he shall not be eligible to play in the senior section of this Association for the remainder of the season.

3.3.3 Associations affiliated with Vic Met. Cricket Union (VMCU)

3.3.3.1 A player who has represented a club in another Association affiliated with the VMCU in the preceding season shall be eligible to play in this Association free of any transfer or clearance provisions. However, where the player has represented his club during the current season, he must obtain a transfer from his club to be eligible to play in this Association. If the transfer is not granted, he must obtain permission to transfer upon appeal to his club's Association or if still not granted, upon appeal to the Executive of the VMCU. The provisions of this sub-section (i) apply also in the same manner to a SECA player transferring to a club in another Association affiliated with the VMCU.

3.3.3.2 Where the fixtures of this Association are scheduled on different playing days to those of another Association, a registered player of a club in SECA shall be eligible to play with a different club in the other Association, free of any transfer or clearance provisions.

3.3.3.3 A player in a club with teams in this Association and any other Association is permitted to interchange freely throughout the season between teams of the club in the SECA and the other Association. Whilst playing in this Association, he shall be governed by SECA rules including those relating to registration.

3.3.4 Other Associations in Victoria

A player representing a club in an Association within Victoria other than that referred to in 3.3.1, 3.3.2 and 3.3.3 shall be eligible to play in this Association free of any transfer provisions.

3.3.5 Interstate Associations

A player representing a club in an Association outside the state of Victoria, shall be eligible to play in this Association free of any transfer provisions.

3.3.6 Overseas Associations

A player representing a club in an Association outside the Commonwealth of Australia shall be eligible to play in this Association free of any transfer provisions.

3.4. Player Points System

The Executive shall have the power to apply a Player Points System that encourages player loyalty and junior development and seeks to attain a reasonable level of team equalisation.

3.5 Unqualified Players

3.5.1 Definition

An unqualified player is a player who is ineligible to play in this Association or in a particular game or games of the Association in accordance with the various By-Laws herein.

3.5.2 Reporting

Reports of an alleged unqualified player may be lodged by a club or Association official in accordance with the procedures set down in By-Law 2 in the section 2.8 headed "Protests–Reports–Appeals–Disputes".

3.5.3 Penalties

A club playing an unqualified player in a game in this Association may be penalised as follows:

- the loss of match points in a home and away game
- If no match points are gained, the deduction from the club's aggregate grade points to date, of match points equal to those gained by the opposing team
- If occurring in a finals series game, the loss of the game to the opposing team and disqualification from any further participation in the finals series of that grade
- The deduction of runs made, and wickets taken by the team, for the purpose of percentage calculation
- The removal of an unqualified player from a game that is still in progress

In addition to the above penalties, the Executive may reallocate any match points gained to the opposing team and/or impose a monetary penalty where it considers that a club deliberately or neglectfully played an unqualified player in a game.

3.5.4 Fill-In players in PlayHQ

A fill-in is a non-registered player within the current season being played who is being used to fill-in for 1 match only.

They are entered via the admin or e-scoring portal.

PLEASE NOTE: The fill-in players record does not link or connect game stats to any existing PlayHQ profile. You will need to replace a fill-in record with a player's actual record after they have registered through PlayHQ. This can be completed in GameDay section of the Admin Portal.

A fill-in player may be used where a shortage of players exists in a team in a match.

The player being used as a fill-in player must not be registered with or have played with any other club in SECA or any other association as a fill-in player in the current season.

The player can fill-in only once in a season for one competition anywhere in Australia, then the player must be registered with the club if required to play in any other match that season under this rule a second time.

Eg. For example, but not limited to: if they are a fill-in for a junior competition either in the SECA association or another association within the same season, they cannot be a fill-in player for a senior competition or any other competition, they must register to play.

A player playing a second fill-in is deemed to be an ineligible / unregistered player if they haven't registered and the relevant penalties in by-law 3.5.3 will apply.

When adding a player in as a fill-in player the following must be completed fully whether completing this in the admin portal or the e-scoring portal on match day.

Failure to do this may result in SECA removing match points, and/or a fine.

Requirements for adding in a fill in player:

- Full legal name
- Player's email (do not put in a club email), or the person entering the information email or a false email
- Player's full and correct date of birth

Any breach of the fill-in rules may incur match point penalties and/or a fine, with SECA having the discretion to decide other consequences.

A fill-in must not be used for any player who is on suspension in any competition within Australia, or due to a transfer or permit not been completed and/or approved.

A player who is already registered in another competition within the season can not be used as a fill in player, they can only be used with a game permit.

No fill-in player can be used in SECA Shield Grade matches.

A Max. of 3 fill-in players may be used in the same team.

3.6 Player Eligibility to Participate in Senior Finals

3.6.1 To be eligible to represent a club in a finals series, a player firstly must have played (ie. been nominated as per By-Law 4.6) in at least 4 SECA senior home-and-away games for that club. See below for a special note re the consecutive teams rule.

3.6.2 However for a player to be eligible for a specific grade and has played in a higher grade during the home-and-away season (including non-SECA games for that club), they must have played at least 5 games in that grade or lower grade/s.

3.6.3 If a player of the junior competition has played less than 4 senior games during the season, junior games can be counted for senior game qualification for finals series games. (Also refer to By-Law 4.7.6)

Consecutive teams

Special note: For Reduced Overs Grade finals games only...A player must have been nominated in a minimum of 2 reduced overs games this season, to play in that team in a finals match (games played in a lower graded team count toward this).

3.6.4 If however, a club has consecutive teams in the Association in the final series, players can be selected in any team provided the consecutive teams are playing on the same day or days and that the players have participated in the required number of games to qualify for finals in accordance with rules 3.6.1 (including the special note) and 3.6.2 above; This means:

- 3.6.4.1 If a club has its firsts, seconds, thirds and fourths in the finals, players could be selected in any grade team provided they had played at least 4 games during the season.
- 3.6.4.2 If a club has its firsts, thirds and fourths in the finals:
- all players would be eligible for the firsts providing they have played at least 4 games during the season.
 - all players who had played at least 4 games in the thirds and fourths would be eligible to play in those teams. If however a player had played in the seconds (the team not in the finals) that player would need to have played 5 games in the lower elevens (the thirds and/or fourths) to qualify for those teams.

3.6.4.3 If the club's four consecutive teams won first semi-finals in the first round, they would remain consecutive for the second round with continuing eligibility of players to be selected in any team. However, if the seconds lost their first semi-final or alternatively won their second semi-final and moved to the grand final, then of the three teams to play in the preliminary finals, only the thirds and the fourths would remain consecutive. Consequently, whilst eligible players could be selected in either of these teams, players from the firsts and seconds could not be selected in the lower graded teams unless eligible under Rules 3.6.1 and 3.6.2.

Where a club has teams in another competition, eg. CSB, the above "consecutive teams" condition will also apply to their SECA grade teams, provided that the player has played in at least two home-and-away SECA games during the season and has qualified for finals participation under the other competition's grades rules.

This means that in order for a player who has played CSB games during the current season, to play in a SECA two-day grade final under the consecutive teams provision, they must have:

- Qualified for two-day finals in CSB, under CSB rules
- Played in at least 2 SECA games during the season in any two-day grade

3.6.5 Where a player otherwise ineligible to play in a lower grade team becomes eligible under the consecutive teams rule (3.6.4), the continuing eligibility of the player to participate in subsequent finals series games in the lower grade shall be dependent upon:

3.6.5.1 continuity of selection in the lower grade or

- 3.6.5.2 the consecutive teams rule continuing to apply This means: Once selected in the lower grade, the player can continue with that team irrespective of whether the team for which the player is otherwise eligible continues in the finals or not. However, having played in a final in a lower grade than otherwise eligible, the player cannot be demoted a further grade unless the “consecutive” provisions of 3.6.4 apply to that subsequent final. Where the continuation in selection in the lower grade is broken, say a seconds player dropped to the thirds in the first round of the finals is promoted back to the seconds in the second round, the player would only be eligible to play in the third round with the thirds if the seconds were also playing in that round.
- 3.6.6 To be eligible to represent a team in a finals series game as a substitute fielder, they shall be subject to the same eligibility provisions as set down herein for a player. If a club does not have a player so qualified, the club may appeal to the Executive of the SECA to enable a substitute fielder to take the field.
- 3.6.7 If a club wishes to nominate a player in a finals team for which he is not otherwise eligible (e.g. in order to field a team of eleven), it may apply to the Executive for a special finals player permit.
- 3.6.8 Such applications must be lodged in writing or electronically to the Association Secretary by 5 pm Wednesday prior to the game’s scheduled commencement.

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By-Law 4 – Senior Competition Rules

(The Laws of Cricket as adopted and modified by The South East Cricket Association shall apply to all matches except as hereinafter modified)

4.01 Times, overs & ball type

	Start Time	Overs	Tea Interval	Finish Time
<u>One-Day Games</u>				
By-Law 4.4.2			20 mins	By-Law 4.4.6
Shield	12.30pm	40 each	Innings break	6.30pm
Standard	12.30pm	40 each	Innings break	6.00pm
Reduced (designated rounds)	12.30pm	20 each	Innings break	6.00pm
Reduced	12.30pm	35 each	Innings break	6.00pm
<u>Two-day Games</u>				
By-Law 4.4.1			20 mins	By-Law 4.4.6
Shield	12.30pm	72 overs	2.45pm	6.00pm
Standard	12.30pm	65 overs	2.30pm	6.00pm
Reduced (n/a)	12.30pm	55 overs	2.30pm	6.00pm

The Executive may alter these times if daylight savings is n/a on any day of scheduled play.

4.02 Match Day Balls (Senior & Junior)

Senior:

Lloyd Champion 156g Red/White 4-piece
 John Park 156g Red 2-piece
 Kooka 156g White 2-piece

Shield Grades
 All other grades
 T20

Junior:

Phil Arnold 156g Pink 2-piece
 Phil Arnold 156g Pink 2-piece
 Phil Arnold 142g Pink 2-piece
 Phil Arnold 142g Red 2-piece
 GN Red Rubber Ball

U18
 U16
 U14
 U12
 Rookies

Note:

Only SECA branded balls are to be used in SECA competition games and they are only available from Victor Sports.

4.03 Umpire Match Payments

SECA umpire rates as of October 1st 2026

GAME TYPE	Overs	No of Umpires	Rate
TWO DAY GAMES			
Longmuir and Woolnough Shield	72	1	\$200
	72	2	\$190
Quiney and Pullen Shield	72	1	\$190
	72	2	\$180
Standard Overs Grades	65	1	\$180
	65	2	\$170
ONE DAY GAMES			
Longmuir and Woolnough Shield	80	1	\$210
	80	2	\$200
Quiney and Pullen Shield	80	1	\$200
and Standard Overs Grades	80	2	\$190
Reduced Overs Grades	70	1	\$180
	70	2	\$170
T-20 GAMES	40	1	\$120
and Reduced Overs Grades 20-over games	40	2	\$110
FINALS			
All Finals Matches- Flat Rate			\$190
Longmuir and Woolnough Grand Finals			\$210
JUNIOR GAMES			
Senior Umpire in Junior games	40	1 or 2	\$85 ea.
New Umpire being assessed			\$90
Senior Umpire mentor (New Umpire)			\$190
Umpire attends NO play (All Grades)		1 or 2 Umpires	\$65
Early Finish (All Grades)			50% of match rate
Early finish = Less than ONE hour of play.		1 or 2 Umpires	
Otherwise -full rate payable.			

This is a 2-year agreement covering 25/26 and 26/27 seasons.

4.04 SECA Seniors Rule Matrix

SECA Senior Playing Formats Matrix - 2026/27			
Grade		Shield	Standard Mixed
Game Formats		2 day & 1 day	2 day & 1 day
Team players/day		11	11
Interchange players/round	2 day	1	1
	1 day	0	0
Ball	2 day	156g Red/4 piece	156g Red/2 piece
	1 day	156g White/4 piece	156g Red/2 piece
Overs/day	2 day	72	65
	1 day	40+40	40+40
Max runs/batter	2 day	unlimited	unlimited
	1 day	unlimited	unlimited
Max overs/bowler	2 day	unlimited	unlimited
	1 day	8	8
Wide (leg side) <i>(other than law 22)</i>	2 day	No	No
	1 day	Yes	No
No Ball (full toss)		Above waist high	Above waist high
No Ball (bounce above shoulder)		No	No
No Ball (bumper, above head) <i>Nb. It is NOT a wide</i>		Yes	Yes
No Ball (free hit)		No	No

Standard 1 day	Reduced	T20
1 day	1 day only, this year	T20
11	12	11
-	-	-
0	0	0
-	-	-
156g Red/2 piece	156g Red/2 piece	156g White/2 piece
-	-	-
40+40	35+35 / 20+20	20+20
-	-	-
unlimited	(35o) 50 rtno / (20o) 40 rtno	unlimited
-	-	-
8	(35o) 8 / (20o) 4	4
-	-	-
No	No	Yes
Above waist high	Above waist high	Above waist high
No	No	One per over allowed, thereafter called a no-ball
Yes	Yes	Yes
No	No	Yes

4.1 Match Points

Note, refer to 4.12 for special points allocation where a two-day game has been rescheduled to a one-day game at the request of one of the participating clubs.

- | | | |
|-------|---|--------|
| 4.1.1 | Outright win if winning team leads on 1 st innings | 10 pts |
| | Outright win where first innings a tie | 8 pts |
| | Outright win if winning team behind on first innings | 6 pts |
| | Outright tie (each) | 5 pts |
| | First innings win | 6 pts |
| | First innings lead (points retained if beaten outright) | 4 pts |
| | Drawn game | 3 pts |
| | Tie on first innings (each) | 3 pts |
| | Outright loss after tie on first innings | 2 pts |
- 4.1.2 In the event of a team receiving a walkover, forfeit or bye, the match points allocation shall be awarded at the discretion of the Executive. This will normally be 6 points. However, if the entire day is subsequently cancelled (eg. due to heat or wet), a walkover/forfeit will be 3 points and a bye will remain at 6 points.
- 4.1.3 In the event of an equality in the aggregate number of runs, the result shall be:
- 4.1.3.1 An outright tie if both teams have completed two innings.
- 4.1.3.2 Based on the first innings scores where the team batting last does not complete its second innings.

4.2 General Conditions

- 4.2.1 Regardless of bad weather conditions that may prevail, teams must be represented at the scheduled starting time of play. Refer Penalties Rule 2.6.
- 4.2.2 No alteration or variation to the fixtures shall be permitted, unless approved by the Executive. The Executive may in advance cancel a day's play acting on official weather forecasts and conditions or for any other reason for the well-being of players and/or the proper playing of the game. Clubs will be notified as expediently as possible via the Association website and email.
- 4.2.3 The team which bats first and leads by 80 or more, will be permitted to enforce a follow-on.
- 4.2.4 Any ball bowled wide of the wicket, shall be called a "no ball".
- 4.2.5 A straight line between adjacent boundary markers will be deemed the boundary line.
- 4.2.6 Should any person (not of the fielding team) or animal impede the progress of the ball, the umpire shall, at his discretion, award the appropriate runs to be scored.

4.2.7 All home teams in Shield Grade games are responsible for supplying afternoon tea / drinks etc. during the game, for players and umpires.
In all other grades, the home team is only required to provide drinks for all breaks.
If no facilities are available at any ground, for keeping food safe, then only drinks need to be provided.

4.2.8 For the purposes of these By-Laws, grades may be grouped as follows:

- Shield Grades
- Standard Overs Grades
- Reduced Overs Grades

The Association shall advise prior to the season which grades are included in each classification.

4.2.9 Part-Over Incapacity or Suspension

A part of an over bowled under the provisions of Law of Cricket 22.8 shall count as one full over in the limit of each bowler concerned in that over, (ie. both bowlers count their part over as one full over in all games that have a limit on overs bowled by a player.)

4.3 Hours of Play, Tea Intervals and Breaks In Play

Hours Of Play

4.3.1 Two-Day Games (including finals series games)

Refer to the table at By-Law 4.01.

4.3.2 One-Day Games

Refer to the table at By-Law 4.01.

4.3.3 All Games:

Notwithstanding the stated finishing times set out in the preceding clauses, the prescribed number of overs referred to in Rule 4.4.1 - 4.4.4 shall be bowled on each day of play. Where no further result is considered achievable, captains, by mutual agreement may finish the game at or any time after the tea break on the final day, irrespective of the number of overs bowled.

In finals games where no further result is considered achievable, captains, by mutual agreement, may finish a game at any time. In finals games only, if at the scheduled end of play on Day 1 a result is near at hand, an extra 30 minutes play may be played in order to achieve that result, but only with the agreement of both captains.

Tea Intervals

4.3.4 Two-day Games (including finals series games)

Refer to the table at By-Law 4.01

If an innings ends or there is a stoppage of play caused by bad weather or light within 45 minutes of the above times, the interval shall be taken immediately. If at the above interval times, only one wicket of the innings remains, or 10 or less runs are required by the batting team to win the game, play shall continue until the innings or the game is concluded, or for a period not exceeding 30 minutes, whichever comes first.

An over shall always be started if time has not been reached and shall be completed. This condition applies to the last over before the interval and also to the conclusion of play on any day of a game. For the purpose of this rule, if a bowler is injured and cannot complete the final over, the captain of the fielding team can nominate any player to complete the over, providing that such player did not bowl the preceding over.

Drinks Breaks

4.3.5 Breaks in play not exceeding 5 minutes shall be taken for drinks. These breaks shall be taken at the halfway mark of each session of play, except that if a wicket falls within 5 minutes of the agreed time, the break shall be taken immediately. In 2-day games the drinks break in the second session shall be taken after 50% of the overs remaining after the tea interval have been bowled, unless otherwise agreed upon by the two captains and umpires. In hot weather (30 degrees and above), drinks breaks should be taken at shorter intervals eg 40 minutes.

If an innings ends or there is a stoppage in play caused by bad weather or light, within 30 minutes of the agreed time for a drinks break, there shall be no break for drinks in that session. At any time during the game, team captains may forego any drinks breaks and shall inform the umpires accordingly.

A maximum number of three players and/or officials from each club may enter the playing arena for the purpose of dispensing drinks.

The dispensing of drinks must be carried out by the pouring of drinks from a container into individual cups or glasses.

4.4 Conditions of Play

4.4.1 TWO-DAY GAMES (Refer Rule 4.3 for times of play).

4.4.1.1 Overs

On each day a total of 72 overs shall be bowled in Shield Grades, 65 overs in Standard Overs Grades, and 55 overs in Reduced Overs Grades. These overs shall be additional to any balls bowled to complete an unfinished over from the previous day of play.

3 overs shall be deducted for each innings break of 10 minutes duration except when an innings break is taken in conjunction with the tea interval.

If play is delayed or interrupted by bad weather, light or ground conditions, the overs stated herein must still be bowled unless the total time lost on that particular day of the game exceeds 60 minutes. In the event that more than 60 minutes of play is lost on the first day, the team batting first has the option of batting on the second day until it has received the normal scheduled number of overs, at which point its innings must close and the remainder of the game shall be played under Ordinary Conditions (By-Law 4.4.6). In the event that more than 60 minutes of play is lost on the second day, the remainder of the game shall be played under Ordinary Conditions (By-Law 4.4.6).

4.4.1.2 Compulsory Closure

If the team batting first is not dismissed or has not declared its innings closed by the end of play on the first day and the game has not reverted to ordinary conditions, it shall compulsorily close its innings and the opposing team, unless earlier dismissed, shall receive the same number of overs on the second day. If the team batting first is dismissed or declares its innings closed prior to the end of play on the first day, the opposing team, unless earlier dismissed, shall be entitled to receive the remaining overs of the game.

4.4.1.3 Play Abandoned on the First Day

A two-day game will be abandoned and rescheduled to a one-day game in the following circumstances:

If 90 minutes or more of play has been lost between the scheduled commencement and 4.00 pm on the first day.

In all circumstances, any toss or choice of innings made prior to the abandonment shall be disregarded for the rescheduled one-day game.

4.4.1.4 First Innings Win

In any game where a first innings decision is not reached, the team scoring the most runs irrespective of wickets lost shall win on the first innings unless the game has reverted to ordinary conditions. (Refer Rule 4.4.6)

4.4.1.5 Special Conditions Reduced Overs Grades (Two-Day Games)

Nb. This game format is not available this season

A batsman must retire compulsorily immediately after attaining 100 runs in an innings in home and away and finals games. The player may resume their innings once all other team members have batted. If two or more batsmen so retire, they shall resume in the order in which they retired. (Note to By-Law: unless retiring hurt, a batsman retiring at less than 100 shall be recorded as Retired Out and cannot resume their innings.)

A bowler shall not bowl more than 12 overs in the first 55 overs of an innings in home and away and finals games.

Exception: This bowling restriction does not apply after an opposition batsman resumes their innings having previously retired compulsorily, or subsequently attains 100 runs.

4.4.2 ONE-DAY GAMES (Refer Rule 4.01 for times of play)

4.4.2.1 The game shall consist of the number of overs specified in 4.01 and 4.04 for each grade, unless in accordance with By-Laws 4.4.2.2 or 4.4.2.3. But also see By-Law 4.4.2.10 for special conditions for Shield Grades One-Day games.

4.4.2.2 If play is unable to be commenced at the prescribed time set out in the hours of play herein due to bad weather, light or ground conditions, 1 over shall be deducted from the total of 70 overs for each 3 minutes or part thereof lost. Example, if play was delayed for 60 minutes, a 70 overs game would revert to a 50 overs game.

If play has not commenced by 1.5 hours from the scheduled commencing time, the game shall be abandoned and deemed to be drawn.

4.4.2.3 If a game once commenced is subsequently interrupted by bad weather or other conditions the following shall apply:

- If the time lost is between 30 and 60 minutes and occurs before 10 overs have been completed, the number of overs to be bowled shall be reduced as per by-Law 4.4.2.2.
- If the time lost is less than 30 minutes before 10 overs have been bowled, or is up to 60 minutes subsequently, the full overs shall be played.
- If the time lost is more than 60 minutes overall, the game shall revert to ordinary conditions or, by mutual agreement between the captains, the game may be abandoned.

- 4.4.2.4 Each team shall be entitled to bat for a maximum of 50% of the total number of overs of the game, unless dismissed or its innings declared closed earlier. By mutual agreement between the captains, the game may be concluded at any time after a first innings decision has been achieved. Neither team shall have a second innings.
- 4.4.2.5 In any game where a first innings decision is not reached, the team scoring the most runs irrespective of wickets lost shall win on the first innings unless the game has reverted to ordinary conditions. (Refer By Law 4.4.6)
- 4.4.2.6 In any game other than the one that reverts to ordinary conditions, scorers shall advise umpires and captains when there are 5 overs and then 1 over to be bowled prior to the compulsory termination point of each first innings.
- 4.4.2.7 A 20-minute tea interval shall be taken at the completion of the innings of the team batting first whether it is a compulsory termination or not and irrespective of the number of overs bowled. No deduction of overs shall apply.
- 4.4.2.8 A bowler shall be permitted to bowl a maximum of eight (8) overs in all grades. Exception: In Reduced Overs Grades, this bowling restriction does not apply after an opposition batsman resumes their innings having previously retired compulsorily, or subsequently attains 50 runs.
- 4.4.2.9 Special Conditions Reduced Overs Grades.
- i) A batsman must retire compulsorily immediately after attaining 50 runs in an innings in home and away and finals games (See By-law 4.4.1.5 for resumption procedure.)
 - ii) Bowling overs will be done in blocks of 6 overs from each end, finishing with 5 from the final end to make the total of 35 overs. ie 6/6/6/6/6/5

4.4.2.10 Special Conditions Shield Grade One-Day Games

1. General Rules

1.1 The game shall consist of 80 overs unless the number of overs of the game is reduced in accordance with the following:

- If play is unable to be commenced at the prescribed time due to bad weather, light or ground conditions, then the overs shall be reduced according to 4.4.2.2. Example, if play was delayed for 60 minutes, the game would revert to a 60 overs game

1.2 If play has not commenced by 1.5 hours after the scheduled commencing time, the game shall be abandoned and deemed to be drawn.

1.3 If a game once commenced is subsequently interrupted by bad weather or other conditions the following shall apply:

- If the time lost is between 30 and 60 minutes and occurs before 10 overs have been completed, the number of overs to be bowled shall be reduced as per Clause 1.1.
- If the time lost is less than 30 minutes before 10 overs have been bowled, or is up to 60 minutes subsequently, the full overs shall be played.
- If the time lost is more than 60 minutes overall, the game shall revert to Ordinary Conditions (see By-Law 4.4.6) or, by mutual agreement between the captains, the game may be abandoned.

1.4 Each team shall be entitled to bat for a maximum of 50% of the total number of overs of the game, unless dismissed or its innings declared closed earlier. By mutual agreement between the captains, the game may be concluded at any time after a first innings decision has been achieved. Neither team shall have a second innings.

1.5 In any game where a first innings decision is not reached, the team scoring the most runs irrespective of wickets lost shall win on the first innings unless the game has reverted to Ordinary Conditions. (Refer By Law 4.4.6)

1.6 In any game other than one that reverts to Ordinary Conditions, scorers shall advise umpires and captains when there are 5 overs and then 1 over to be bowled prior to the compulsory termination point of each first innings.

1.7 A 20-minute tea interval shall be taken at the completion of the innings of the team batting first whether it is a compulsory termination or not and irrespective of the number of overs bowled. No deduction of overs shall apply.

1.8 A bowler shall be permitted to bowl a maximum of eight (8) overs.

1.9 The normal rules shall apply to the bowling of a no-ball, ie. they will NOT attract a free hit.

1.10 Unless otherwise covered in these special rules, all other Laws of Cricket and SECA By-laws shall apply

2. Fielding Restrictions

2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 metres. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-metre intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring approx 18 cm in diameter.

2.2 During the first 10 overs of an innings, only 2 fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the next 30 overs, only 5 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery. In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

2.3 All other normal field placement rules apply, eg. maximum of 2 behind square leg.

3. The Bowling of Fast Short Pitched Balls

The Rules of Cricket shall apply, as per the following extract:

(i) The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.

(ii) Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be included with bowling under (i) both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided. The umpire shall call and signal No ball for each such delivery.

4. Leg-side Wides

4.1 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

4.2 Any delivery which in the opinion of the umpire passes outside the line of the leg stump without touching the batsman's bat, equipment or body shall be called a wide. Exception: A ball that passes between the batsman and the leg stump shall not be called a wide.

5. Team Clothing and Equipment

Coloured team attire (including pants and pads) shall be worn and SECA-approved white cricket balls used in grades as determined by the Executive each season. Footwear and socks may be in a colour matching the team uniform or otherwise predominately white.

4.4.2.11 Special Conditions

Reduced Overs grades – 20 over One-Day Game

The fixtures in Reduced Overs Grades, will, at the discretion of the SECA Executive from time to time, feature a special 20-over game instead of the normal 35-over game. Such games are not played under common T20 rules but instead are played under the standard rules for Reduced Overs one-day games, except as follows:

- Batsmen must compulsorily retire at 40 instead of 50
- Bowlers are limited to 4 overs instead of 8
 - But may bowl more if a retired batsman returns as per 4.4.2.8 and 4.4.2.9
- The 20 overs are to be bowled in 2 blocks of 10 overs, one from each end
- If an official SECA umpire is appointed, the pay-rate will be as per a T20 game in the SECA T20 competition

4.4.3 SEMI FINAL, PRELIMINARY AND GRAND FINAL GAMES

(Refer Rule 4.3 for hours of play).

4.4.3.1 Shield Grades and Standard Overs Grades

After the completion of the home and away games, the final series shall be played as follows: The third and fourth teams shall play in the first semi final. The first and second teams shall play in the second semi final. The winner of the first semi final and the loser of the second semi final shall play in the preliminary final. If exceptional circumstances prevent the playing of a three- game finals series, the Executive may arrange a two-game finals series as per the Reduced Overs grades described below.

Reduced Overs Grades and any Standard Overs One-Day Grades that may be scheduled from time to time

After the completion of the home and away games, the final series shall be played as follows:-

The second and third teams shall play in the first semi-final. The first and the fourth teams shall play in the second semi-final. The winners of the semi-finals shall play in the grand final for the premiership of the grade.

4.4.3.2 In the event of teams being equal on points at the end of the first round, position shall be decided on averages as follows:

The batting average of a team shall be obtained by dividing the total runs scored by the total wickets lost. The batting average AGAINST such team by dividing the total runs scored against it by the wickets taken. The former shall be divided by the latter and the team having the higher quotient shall have the better percentage. For this purpose the actual number of wickets fallen shall be counted, even though the innings is declared closed. If teams are still equal on averages, then the result of the game between the two teams in the home and away series shall determine the higher placed team.

4.4.3.3 In all finals games, including the grand final, if there is a tie or draw, the participating team that finished higher on the ladder at the conclusion of the home-and-away games will be awarded the game.

4.4.3.4 All final games (excepting the grand final, where reserve days apply) will be played under normal playing conditions as set down in By-Laws 4.2, 4.3 and 4.4.

4.4.3.5 In all finals games, each team must appoint a non-playing team manager who shall be responsible during each day's play for umpire liaison, tea and drinks provision and club supporter supervision.

4.4.3.6 Any finals game where there is no result, for whatever reason, shall be treated as a draw.

4.4.4 RULES RELATING TO GRAND FINALS ONLY

Reserve days

4.4.4.1 The Executive may make allowance for two reserve days for the grand final only. These reserve days will only allow a grand final to be completed under the normal playing conditions. This means if any time is lost due to bad weather, play can continue on the reserve days until the match is completed.

4.4.4.2 If either day or both days on the first (scheduled) weekend of play has bad weather (heat or rain) so as to prevent any play at all, then play will continue on the following weekend under normal conditions.

4.4.4.3 The normal playing conditions apply for any time lost, up to one hour.

4.4.4.4 If more than one hour is lost on day 1, then ordinary conditions (By-Law 4.4.6) will not apply, and the game will stop at 6 PM, and the innings will be completed on the second playing day. There will be no loss of overs at the changeover of innings. The second team batting, will continue on the second day until 6 PM. If however the umpires believe that there is the possibility of a result, a game may proceed until 7 PM to overcome the necessity of returning on the next weekend. If the game cannot be completed, the number of overs will be completed on the reserve days, commencing at the normal starting time.

4.4.4.5 If more than one hour is lost on day 2, then ordinary conditions (By-Law 4.4.6) will not apply, and the game will continue until 6 PM. If the umpires believe that there may be a result, the game may continue on until 7 PM. If the game cannot be finished then the number of overs will be completed on the reserve days, commencing at the normal starting time.

4.4.4.6 If less than the scheduled number of overs (ie 72, 65, 55) are bowled on the first three days (scheduled Saturday, scheduled Sunday and reserve Saturday) then the team batting first has the option of batting on until it has received the normal scheduled number of overs, at which point its innings must close and the remainder of the game shall be played under Ordinary Conditions (By-Law 4.4.6).

4.4.4.7 The tea break and drinks breaks will be taken at the normal times.

4.4.4.8 By Law 4.4.1.3 will not apply for the grand finals unless play is not possible on the first three days, in which case a one day game will be played on the reserve Sunday.

4.4.5 ONE-DAY GRADE GAMES

One-Day Grade games shall be played under the same rules as Reduced Overs Grades one-day games – see By-Law 4.4.2. All other pertinent Senior Competition Rules also apply.

The following exceptions apply:

- In all games, each captain shall nominate his team's players in writing to the opposing captain before the toss.
- The Executive may make allowance for a reserve day for a Grand Final, to enable the game to be completed should bad weather or conditions prevent the game's normal completion on the scheduled day.

4.4.6 ORDINARY CONDITIONS

When loss of time due to a delayed commencement or interruption of play (caused by inclement weather or ground conditions) results in a game reverting to Ordinary Conditions, this shall mean that:

- there shall be no requirement for equal division of batting time or overs.
- on any day where more than 60 minutes of play is lost, that day's play shall cease at the prescribed finishing time, irrespective of the number of overs bowled.

The remaining time between the recommencement of play and the scheduled finish time shall be calculated by the umpire/s

- The remaining time shall be divided by four minutes per over (rounded up)
- Play shall continue until.
 - the agreed overs are completed, or
 - a result is achieved, or
 - play is suspended for inclement weather, light or ground conditions

Unless a clear-cut result is obtained (that being a first-innings decision, an outright win, or an outright tie), the match result shall be deemed a draw, except for the circumstances outlined in the following Special Provision.

Special Provision

Where a first innings decision is not otherwise reached in a game that has reverted to Ordinary Conditions, the team scoring the most runs irrespective of wickets lost shall win in the following circumstances:

- (i) the bad weather, light / ground conditions causing the game to revert to Ordinary Conditions occurs on the first day of the game only; or in the case of a grand final on the first three days only.
- (ii) the team batting first receives at least 45 overs in Shield

Grades and Standard Overs grades, or 35 overs in Reduced Overs grades, in its first innings and the team batting second receives at least the same number of overs.

For the purpose of this special provision, a partly bowled over shall be regarded as completed if the batting team is dismissed during that over. This special provision shall not apply to one-day games that revert to Ordinary Conditions.

For the purposes of this rule, the delayed commencement provision shall not apply to one-day games, which shall be played as outlined in By-Law 4.4.2

4.4.7 LATE START

4.4.7.1 Any club responsible for deliberately delaying the commencement of play at the scheduled time may be called before the Executive and a monetary penalty imposed depending on the circumstances and extent of delay.

4.4.7.2 Where play does not commence at the scheduled time other than due to bad weather, light or ground conditions, the prescribed number of overs shall still be bowled.

4.4.7.3 If the number of players necessary to constitute a team under By Law 4.6 are present play shall start at the scheduled time. If a not-out batsman from the previous day of play is not present, that player's innings shall be deemed ended.

4.4.8 FORFEITS, WALKOVERS AND TEAM WITHDRAWALS

4.4.8.1 Forfeit

A forfeit shall be deemed to apply when a team having commenced a game fails to complete the game in accordance with the By-Laws otherwise set out herein. A fine shall automatically apply to any team forfeiting a game to the opposing team (refer Penalties).

4.4.8.2 Walkover

A walkover shall apply when a team is unable to attend a game and consequently gives a walkover to the opposing team, prior to the scheduled starting time of the game. A walkover shall also apply if a team fails to be ready to commence a game within 30 minutes of the scheduled starting time of the game.

A team giving a walkover will automatically be fined \$100 for a scheduled two-day game or \$50 for a scheduled one -day game. An additional fine will apply if the opposition team and the SECA Secretary (or representative) are not notified by noon on the day prior to the scheduled commencement day of the game.

Where a club gives walkovers in two consecutive rounds in a grade, it shall be required to show cause to the Executive why its team in that grade should not be withdrawn.

Where a club gives a walkover, it shall be the game in which its lowest graded team is drawn to play.

When all other games in a particular grade are abandoned due to bad weather or other reasons on the first scheduled day of a two-day round, any walk-over given is deemed to be null and void and the club shall endeavour to field a team or must notify of a walk-over for the re-scheduled one-day game.

4.4.8.3 Team Withdrawals

If a club withdraws a team after the season has commenced, it shall be the lowest graded team of the club.

4.5 Material

4.5.1 Only pitches approved by the Executive can be used for competition games.

4.5.1.1 Pitch covers shall not be used on any SECA pitch at any time during the season.

4.5.2 Each club shall maintain a uniform pitch throughout the season but should a change be unavoidable then the Executive must be informed 48 hours before such change.

4.5.3 The home team at each game shall ensure that the following material is available fifteen (15) minutes before scheduled starting time on each day.

4.5.3.1 Stumps and approved bails.

4.5.3.2 If the ground is not fenced, no less than 20 boundary flags, which are at least 300mm high. These are to be placed around the boundary every 20 metres or less. Where grounds adjoin, clubs must arrange for different coloured flags to be used on each ground.

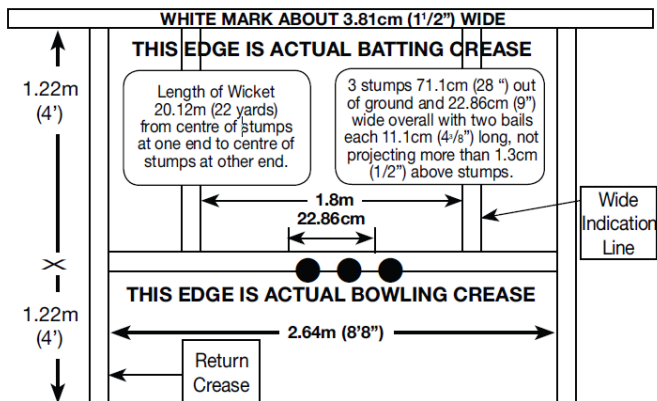
4.5.3.3 Where flagged boundaries are used the home side shall provide a measuring string of 60 metres length to define the extent of the playing area. For smaller grounds the minimum length of this measure shall be 50 metres but measures shall be used to the fullest extent wherever possible.

4.5.3.4 A container filled with water.

4.5.3.5 An ample supply of sawdust.

4.5.3.6 Chalk for batsmen's use marking block.

4.5.3.7 A broom for sweeping and/or clearing the pitch and surrounds of dirt and water.



4.5.3.8 Where goal posts are located within a boundary fence, marker cones are to be placed a minimum of 1 metre inside the line of the goal posts to delineate the modified boundary line.

4.5.4 In the event of inclement weather prior to or during a game, the home team shall be responsible to take the necessary action (under the direction of the umpire if appointed) to make the pitch and ground playable as soon as weather conditions improve.

4.5.5 At the commencement of a game in any grade, each team must have available a new ball for its exclusive use during the game. In the first innings of the opposition, the bowling team may use a replacement new ball at any time after the completion of the 72nd over.

In the second innings of the opposition, the bowling team may at its option use a new ball at the commencement of the innings.

However, whether it elects to use a new ball or not, the ball used to commence the innings cannot be replaced with a new ball until the completion of the 72nd over.

All balls used must be of an approved style as advised by the Association and are not to be replaced during an innings due to their condition except if split open or out of shape.

4.5.6 A score board must be provided and operated at all games in all grades. The home team shall supply the scoreboard.

4.5.7 Where a synthetic pitch is used, the batting and bowling creases are to be clearly marked in accordance with the laws of cricket (refer penalties and By Law 4.5.8).

4.5.8 SYNTHETIC PITCHES

Specifications:

- 7600 denier polypropylene
- 10mm pile height
- +/- 24 stitches per 10cm
- Total backed weight = 2075 gm per square metre
- Backing, woven polypropylene and rubber Latex (black)
- Guaranteed 7 years against U.V. degradation
- Synthetic to be laid from centre of pitch to each end, including wings
- Grass to be laid to edge of pitch (Longmuir Shield grade - to a width of at least 2 metres. Other grades - to a width of at least a half metre.

Measurements and markings as follows:

4.5.9 A club shall not directly or indirectly cause the playing conditions of the oval or pitch to be substantially changed between the commencement and end of a game. Minor repairs for safety reasons or to allow the game's continuation are permitted.

4.6Nomination of Teams

4.6.1 In all Shield Grades and all finals games in all other grades, each captain shall nominate his players in writing to the opposing captain, before the toss. In all home and away games in Standard Overs and Reduced Overs Grades, the players of each team must be nominated in the opposition's scorebook or on exchanged team lists by completion of the tea interval on the first day. A player may be changed after the nomination only with the consent of the opposing captain or umpire and that deleted player may not be nominated in any other senior SECA team for that particular round.

4.6.2 Any player nominated in a game in breach of this rule shall be regarded as an unqualified player.

No player's name shall be added to the official match results in PlayHQ after the deadline for full results entry (currently Monday 8pm following the round's completion). This also applies to teams receiving a walk-over, forfeit or bye. A team giving a walk-over cannot nominate any team members for that round.

Exception to the team list: Where a player has played the game as a PlayHQ fill-in and subsequently registers, their fill-in name may be converted to their registered name at any time.

4.6.3 Where a nominated player becomes unavailable at the start of a game or any subsequent time, a substitute fielder may be used

provided.

4.6.3.1 the substitute fielder is a currently registered player with the club.

4.6.3.2 the umpire (if appointed) and opposing captain are notified prior to the use of the substitute fielder.

4.6.3.3 in the opinion of the umpire/s, substitution is not merely for the purpose of resting a player or the replacement of an inferior fieldsman.

If a substitute fielder is used by a team and any of the above provisions are not complied with, the substitute fielder shall be regarded as an unqualified player.

Any player participating in the game before the team has been officially nominated (as per By-Law 4.6.1) is deemed to be a nominated player unless they have been declared as a substitute fielder as per this By-Law. This By-Law shall modify Laws of Cricket 2.1 (a) & (b). In all other respects, Laws of Cricket 2 shall apply.

4.6.4 Having played or been nominated in a particular team, a player may not be demoted more than two team levels for the next home and away round in which they are nominated in that season, except for the penultimate and last rounds, when a player may only be demoted one team level.

There shall be no restriction on players moving up to higher level teams. (For example in rounds 1 to 7 - a 2nd XI player could for their next match be selected in the 1st XI, 2nd XI, 3rd XI, 4th XI, but not in the 5th XI).

Note 1: For clarity, the penultimate and last rounds apply to the lower graded team that the player is being demoted to. It is possible that there are more rounds left of one grade than there is of another. It is the number of rounds left in the lower grade that matters here.

This sub-section also applies to clubs with higher graded teams in other competitions.

If a player has missed 4 or more consecutive matches for any reason, the club can apply to the SECA secretary for permission to demote the player by more than the stipulated team levels. The full circumstances behind the request must be explained, and the SECA ruling shall be final. Such applications must be received by the Monday prior to the proposed return match. In the last two scheduled home and away games of the season, a club cannot nominate a new player to that club (ie. a player who has never

previously been nominated in a club team) in a Shield grade team.

4.6.5 No player shall be named in more than one senior team on any given weekend. This will also apply to players who play with other Associations as well as in the SECA. They will not be permitted to play with or be nominated for, for example, a team in the CSB and a SECA team on any given weekend. Exception – a player may play with a SECA team on a Saturday and with a non-SECA team in a Sunday-only competition, provided that the player eligibility clauses of both Associations apply (see By-Law 3).

4.6.6 Number of players per team

In Shield and Standard grades, a team shall consist of no more than eleven players and not less than seven players, except as per by-law 4.6.7 regarding “interchange players”.

However, in Reduced Overs grades, one-day games only, a team may consist of up to twelve players, with a minimum of seven.

All players may bat and all players may bowl, but only 10 wickets can fall to complete the innings.

If and only if, a batsman has been compulsorily retired or retired hurt, the twelfth player may bat at the option of the batting side captain. Any retired batsman may then resume their innings at the fall of the next wicket provided less than 10 wickets have fallen.

4.6.7 Player Interchange

Each team in a two-day home and away match (in all grades, but not in finals matches) shall be able to “interchange” players, one of whom can play only Day 1 and the other only Day 2. There is a **limit of one “interchange” player in Shield and Standard Overs grades and two “interchanges” in Reduced Overs grades**, that each team may have per match. The interchange players shall be eligible to play subject to the following conditions:

- a) Each interchange player must be eligible for selection in that grade (see By-law 4.6) and cannot be nominated for any other team in SECA or any other Saturday competition on their ‘non playing’ weekend
- b) The team Captain, at least 5 minutes prior to the toss, shall present the written advice form/s to the opposition Captain and the official Umpire (if present) who shall sign the form/s acknowledging receipt. Acknowledgement of receipt by the opposition should not be refused without good reason and does not exonerate the nominating club from any by-law breach. The form/s shall then be held in the opposition scorebook, or any official appointed umpire, for the duration of the game.
- c) An Interchange form cannot be submitted or rescinded after the toss has been made, under any circumstances. The Day1 and Day 2 players must also be clearly indicated on the official team lists (to be completed and exchanged prior to the completion of the tea break on Day 1). They must also be clearly indicated in the “Match Notes” in the PlayHQ “Enter Match Results” section each game.
- d) Players cannot play on their non-playing day, other than as a substitute fieldsman.
- e) Both players may bat in any innings of a match if it takes place over two days and the Day 1 player is not out at the end of play (recorded as Retired Not Out). The Day 2 player shall resume that innings at the resumption of play, but in Reduced Overs grades a combined total of runs of the two players as per By-Law 4.4.1.5 (i.e. retirement at a total of 100) shall apply to the Day 2 batsman. However, if the Day 1 player has been dismissed, the Day 2 player cannot bat in that innings. The Day 2 player may bat in a second innings.
- f) Both players may bowl in the same innings if it takes place over two days, but in Reduced Overs grades a combined total of overs bowled by the two players shall apply, as per By-Law 4.4.1.5 (ie a total of 12 overs in the first 55 overs).

The official SECA interchange form must be used and contains additional notes. It is available from the secretary or the SECA website and is printed at the back of senior scorebooks.

4.7 Junior Players in Senior Games

4.7.1 A junior player for the purposes of these By-Laws is a person who has not attained the age of 16 on or before 31st August prior to the season in question. A junior player must have attained the age of 12 years on or before 31st August prior to the season in question in order to be nominated in a senior grade team, other than as a substitute fieldsman. Players who have not attained 14 years of age are not permitted to field within the restricted zone (11 metres of a batsman) shown in the Junior Section By Law 6.3.5.1.

4.7.2 The number of junior players nominated in a senior team shall not exceed five (5). However, if necessary to field a full team, a club's lowest graded team may comprise up to 7 junior players.

4.7.3 Clubs must obtain parental permission for junior players to play in senior or in higher age junior teams.

4.7.4 All junior players must wear an approved protective helmet whilst batting in senior games.

4.7.5 A junior player, if he is a medium pace or faster bowler, may only bowl a total of 15 overs in an innings. Additionally in two-day games he may only bowl a maximum of six overs in a spell. The bowler must be rested for the number of overs double the length of the spell bowled. For example: A bowler who bowls a five over spell must not bowl again until ten overs have elapsed (ie. five from each end). Drinks, tea or innings breaks, change of ends or other lapses of play of less than 30 minutes do not count as a break in a spell.

Junior bowlers (refer By-law 4.7.1) must be clearly identified by the letter J in the scorebook or on the team sheets prior to the start of the opposition's first innings, and any official umpire advised accordingly.

4.7.6 A junior player, if they have not played a senior game during the current season, may play in senior finals including one day grade games, providing approval is given by the SECA Executive. Once a junior player plays one game in a senior grade, he must play 4 games at a lower senior grade/s to qualify for that grade in finals.

4.7.7 For all junior (12's to 16's inclusive) players playing in senior competition, home and away or finals, written permission from the parents or guardians must be obtained at the start of the season to allow those players to continue playing if the temperature exceeds 37 degrees. The responsibility will be that of the Clubs, and whilst the permission forms do not have to be submitted to the SECA, they must be shown on request at any time. Failure to comply may result in disciplinary action, which could result in loss of points or other action that the Executive deems necessary.

In a game where a junior player is involved and permission has not been obtained, and the temperature reaches 37 degrees after the start of play, the player, if he is a batter must retire at that time, and return at the fall of a wicket, provided the temperature has fallen

below 37 degrees. If he is on the fielding team, he can be substituted during the game, if the temperature reaches 37 degrees.

At all times, the welfare of the junior player is to be paramount and common sense prevail in their participation.

4.8 Match Records and Reports

4.8.1 A scorebook will be provided by the Executive for each team to use during the season. Scores may also be recorded electronically using an approved scoring program, but at least one scorebook must be manually maintained for each game.

4.8.2 Scorebooks must be signed by opposing captains at the end of each day's play to verify the correctness of scores, names of players and the numbers of overs bowled.

Umpires Report Forms must be signed by captains at the completion of a game where a player or club has been reported for an alleged offence requiring a tribunal hearing.

4.8.3 Home club secretaries must forward the following completed forms to the Association as directed by the Executive.

4.8.3.1 Match reports are to be submitted electronically onto the PlayHQ System.

4.8.3.2 Umpire's performance appraisals to be completed as directed by the SECA Executive. (Where official umpires are appointed).

4.8.4 Any team receiving a walkover, or claiming a forfeit shall be responsible for submission of match report forms.

Match reports for walkovers shall include details of the time and date the walkover was advised, and the name of the person advising.

Nominated players of the team receiving the walkover are to be included on the match report.

Match reports for claimed forfeits shall be completed by both teams and include full details of the reason why a forfeit is claimed.

Nominated players of both teams are to be included on the match report.

Where a team has a bye a match report is to be submitted listing the nominated players and claiming the points applicable to the relevant grade. Players nominated involving a walkover, forfeit or bye are not to include any player nominated in any other senior team of that club for that round of matches.

4.8.5 Contrived Results:

The Executive shall have the power to investigate a game or the actions of the captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club have colluded to contrive the result of the match. If the Executive decides to carry out an investigation it will conduct such enquiries as it sees fit and invite submissions about the match or conduct of

either captain or any player and will give any person the opportunity to be heard.

If the Executive finds that the clubs, captains or players have colluded to contrive the outcome of a match the Executive may in its absolute discretion do one or more of the following:

4.8.5.1 fine a club, captain or player;

4.8.5.2 suspend a captain or player from playing in any match or matches;

4.8.5.3 disallow any points earned by a club in respect of the match;

4.8.5.4 amend any points earned by a club in a match or;

4.8.5.5 take such action as is deemed appropriate by the Executive.

4.9 Scoring

4.9.1 In a game where each team has supplied a scorer and the state of the game is in the balance; if, at the commencement of the final over of the game, a certain number of runs or wickets are required to achieve a result, the decision made by the scorers at the commencement of the final over will stand, even if subsequent checking by officials reveals errors.

4.9.2 In a game where there are two scorers from the same team or club, and the state of the game is in the balance, at the commencement of the final over, the captain of the fielding team must be made aware of the state of play, number of runs required or wickets needed. If there is any disagreement between the two teams about the result, both captains must check the scorebooks thoroughly in an attempt to work out a satisfactory conclusion to the game. If this is not possible, the result of the game and allocation of the points will be referred to the SECA investigative sub committee.

4.9.3 At the conclusion of an innings when less than 10 wickets have fallen, and further balls remain to be bowled but no further batsman is available to come in, the batting team is to be recorded in the official results as having lost 10 wickets. Exception: when a batsman has retired hurt during that innings and cannot resume batting.

4.10 Replays

4.10.1 In the event of a replay being ordered by the Executive, no player who represented another team in the same round of matches from which the replay emanates shall be permitted to play.

4.11 Bowling Extra Overs in Breach of By-Laws

4.11.1 If a bowler bowls more overs in a game than are allowed under these By-laws, or a junior bowler is in breach of By-law 4.7.5, the following shall apply:

If the initial breach is discovered before the next over (from the other end) has commenced, then the offending over is to be cancelled and a new over is to be bowled correctly in its place. Any runs scored or wickets taken in the incorrect over are to be disregarded.

If the next over has commenced then the incorrect over/s shall stand and play shall continue. The bowling team shall incur a penalty of 5 runs per incorrect over that stands, which shall be added to the batting team's score.

4.11.2 If a batsman scores more runs than allowed when required to compulsorily retire under these By-Laws, the following shall apply: As soon as the breach is discovered the offending batsman, unless previously dismissed, shall cease batting and will be deemed Retired Out and shall not be entitled to resume batting in that innings. All runs made by the batsman subsequent to the stroke that attained the retirement limit shall be deducted from his score.

4.11.3 Where a breach of these by-laws occurs and is not dealt with in accordance with 4.11.1 and .2 prior to the completion of the game, the result shall stand as played unless a) one captain has lodged a claim during play against the opposition's actions or b) one team has knowingly perpetrated a breach. Loss of points and/or other penalties may be determined against offending teams by the Executive irrespective of the result as played.

4.11.4 Scorers have a responsibility to advise the fielding captain immediately after a bowler has reached his overs limit, and the batsman when he has reached his retirement limit.

4.12 Rescheduled and Abandoned Days

4.12.1 The Executive may abandon a day's play in advance due to impending adverse weather conditions or other exceptional circumstances. Notice to clubs will be carried out as expeditiously as possible, via the Association website and other media.

4.12.2 A club may, under exceptional circumstances, request that a two-day game of its lowest graded team scheduled to play a two-day game, be rescheduled as a one-day game. (refer however to 4.12.4).

The opposition club and the SECA secretary (or representative) must be advised of the reschedule prior to noon on the day prior to the scheduled commencement day of the game.

In these circumstances, the following shall apply: -

- The opposition club must comply with the request to reschedule the game.
- The opposition team will be awarded 6 points if it wins the game; 2 points if it loses the game.
- The requesting team will be awarded 4 points if it wins the game; no points if it loses.
- In the event of a tie or drawn game, the opposition team will be awarded 4 points; the requesting team 2 points.
- In the event of no play on the rescheduled day, due to weather or other adverse conditions, points will be shared equally.

4.12.3 For the purposes of By-Law 4.6 Nomination of Teams, a two-day game rescheduled as a one-day game is deemed to be played on both days. Similarly, a game scheduled or rescheduled on a Sunday/s or other days (eg. to facilitate ground availability) is deemed to be played on the Saturday/s.

4.12.4 This by-law does NOT apply to any Shield grade two-day game, they are not eligible to be converted to a one-day game, unless approved in advance by the SECA secretary.



SOUTH EAST CRICKET ASSOCIATION

CRICKET UMPIRES WANTED

Season Starts – Saturday Oct. 10th, 2026 through until end of March



Former Test Players → Umpires



Former SECA Players → Now SECA Umpires

2027

- **FULL TRAINING PROVIDED**
- **LOCAL (BAYSIDE) COMPETITION**
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CONTACT:

SECA Umpires Association President – Stephen Jasiak

0436 482 783 / stephen.jasiak1971@gmail.com

SECA Umpires Association Secretary – Doraiswamy (Srini) Srinivasan

0417 514 902 / secretary.secua@gmail.com

SECA Umpires coach – Andrew Collison

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By-Law 5 – Junior Admin & Player Records

5.1 The section shall comprise of junior teams and known as the South East Cricket Association Junior Section.

5.2 The management of this Section shall be under the control of the Executive Committee.

5.3 The rules in the senior section shall also apply to the junior section wherever applicable unless otherwise more specifically stated hereunder. *Nb. A separate juniors document addresses rules in more detail and is issued to all clubs each season.* It is also available on the SECA website.

5.4 MEETINGS

5.4.1 Whenever possible this section's meetings will be combined with those of the senior section on dates and at times determined by the Executive.

5.4.2 Each club shall be represented by at least one delegate at each meeting.

5.4.3 75% of the club delegates entitled to attend shall constitute a quorum.

5.5 AFFILIATION FEES

Refer senior section

5.6 MANAGEMENT OF TEAMS

Each team must be in the charge of a manager, who will be responsible for the conduct and dress of that team and shall nominate the team prior to completion of the first day's play.
(Refer Re-Law 7 PLAYER CODE OF CONDUCT)

5.7 POINTS

Points will be awarded in the same manner as the senior section, except that there are no outright results in junior games.

5.8 Registrations, Clearances & Permits

5.8.1

5.8.1.1 For the under-age sections all players must be under the nominated age on the 31st day of August. e.g. player born 31st August – over-age, player born 1st September – eligible.

5.8.1.2 In the interests of safety, players must have attained the age of eight (8) years of age to participate in any competition game. We would also advise that those younger age players only play at a level in which they can participate safely.

5.8.1.3 No special age dispensation for eligibility, applies to females playing in junior grades. This was removed for the 2024/25 season onwards. Clubs are now encouraged to utilise the “request for exemption” process for females in the same manner as which it is used for males.

5.8.2 In the event of a dispute regarding the age of any player, then an extract of birth entry must be produced by the player's club.

5.8.3 Any player registered with a club as a junior is bound to that club in respect of both junior and senior sections of the Association and requires a permit from their club if they desire to play permanently with another club. However in some circumstances, including where his club has no senior teams or has no relevant under age team in a particular season, a player may apply to the Association for a permit to play in the current season with a senior or junior club other than his original club. In these circumstances, a permit from their original club is required and must be submitted to SECA in accordance with the senior section rules for permits.

If granted by the Association, the permit shall be valid for the current season only.

5.8.4 In exceptional cases of a player with physical, mental or emotional disabilities, or with very low skill levels, such a player may be granted a one-season “age permit” to play below their age group. Clubs must apply for such permits to the Junior Manager. The permit application must include the player's circumstances plus recent performance statistics. A permit may be revoked at any time if performance statistics indicate that the permit is no longer appropriate.

5.9 Umpires

Team managers or their nominees shall act and have the authority of official umpires for all home and away games. The requirements for Club Umpires as set out in By-Law 8.10 shall also apply. For finals games, the Association shall appoint the umpires.

5.10 Eligibility For Trophies

Where trophies are provided, the senior section rules shall apply, subject to the following special eligibility conditions:

5.10.1 In all SECA Juniors grades, a batter must score a minimum of 100 runs and a bowler must bowl a minimum of 20 overs & 5 wickets, to be eligible for competition awards

5.11 Scoring

In a game where each team has supplied a scorer and the state of the game is in the balance, if, at the commencement of the final over of a game, a certain number of runs or wickets are required to achieve a result, the decision made by the scorers at the commencement of that final over will stand, even if subsequent checking by officials reveals scoring errors.

5.12 Eligibility To Participate In Junior Finals

5.12.1 To be eligible to represent a club in a junior final, a player must have played in at least 5 junior home-and-away games for that team/club. Games played in one team do not count for the other in regard to finals eligibility. Any participation in a game, would constitute a game played.

5.12.2 If a club wishes to nominate a player in a finals team for which he/she is not otherwise eligible (eg. in order to field a team of minimum numbers, eg. eleven), it may apply to the Executive for a special "finals permit".

Such applications must be lodged in writing to the Junior Chairman by 5pm Wednesday prior to the game's scheduled commencement.

By-Law 6 – Junior Competition Rules

6.01 SECA Junior Formats / Rules Matrix

Grade	Rookies	U12C	U12A & B
Stage	1	SECA	SECA
Overs per Day	40 (20/20)	40 (20/20)	40
Game Formats	1 day	1 day	2 day & 1 day
Split Innings	No	No	Yes
Participation Rules	Yes	Yes	Yes
Team Numbers [min.] (max.)	[5] 7 (9)	[7] 9 (11)	[7] 11 (13)
Pitch Length	16m	17.7m	17.7m
Boundary	40m	40-45m	45-50m
Ball	GN Wonderball (rubber)	142g Red 2 Piece	142g Red 2 Piece
LBW	No	Yes - 1 warning	Yes - 1 warning
Run Outs (non-striker)	No	Yes - 1 warning/batter	Yes - 1 warning/batter
No-ball (full toss)	Waist high	Waist high	Waist high
No-ball (height)	Over shoulder	Over shoulder	Over shoulder
Maximum Retire (1D)	17 balls	20 runs or 30 balls	20 runs or 30 balls
Maximum Retire (2D)	N/A	N/A	30 runs or 45 balls
Batter - Return	Batting order	Lowest score 1st	Lowest score 1st
Max. Overs/Bowler (1D)	4 overs	4 overs	4 overs
Max. Overs/Bowler (2D)	N/A	N/A	5 overs
Max. Spell (2 day)	N/A	N/A	3 overs
Max. Balls/Over	6	8	8
Overs/End	10	10	10
Finals Qualification (games)	N/A	5	5

U14C	U14A & B	U16A, B & C	U18
SECA	SECA	SECA	SECA
40	40	40	40 (T20)
2 day & 1 day	2 day & 1 day	2 day & 1 day	T20
Yes	No	No	N/A
Yes	N/A	N/A	N/A
[7] 11 (13)	[7] 11 (13)	[7] 11 (13)	[7] 11 (13)
20.1m	20.1m	20.1m	20.1m
50m	50m	50m	50m
142g Pink 2 Piece	142g Pink 2 Piece	156g Pink 2 Piece	156g Pink 2 Piece
Yes - no warning	Yes - no warning	Yes - no warning	Yes, no warning
Yes - 1 warning/team	Yes -1 warning/team	Yes - 1 warning/team	Yes, 1 warning/team
Waist high	Waist high	Waist high	Waist high
Over shoulder	Over shoulder	Over head	Over head
40 runs or 55 balls	40 runs	40 runs	50 runs
50 runs or 65 balls	50 runs	50 runs	N/A
Lowest score 1st	Lowest score 1st	Lowest score 1st	Lowest score 1st
4 overs	4 overs	4 overs	4 overs
8 overs	8 overs	8 overs	N/A
4 overs	4 overs	4 overs	N/A
8	8	8	8
10	10	10	10
5	5	5	3

PlayHQ	Teams must be entered via PlayHQ admin access at least 1 hour before match start, and eScoring must only be opened at the ground for the match.	
	All matches must be live scored (home team first, away if home cannot); the non-live-scoring team must run a secondary score via PlayHQ or a scorebook.	
	Either team must enter match results by 9:00am next day, full individual scores by Monday 5:00pm	
Boundaries	Guidelines only (due to size/shape of some ovals) Measured from the centre of the wicket.	
Over Blocks	Overs are to be bowled in 10 over blocks before swapping ends	
Fill in games	4 games maximum for your non primary SECA junior team/s	
No Ball	Full Toss Height	Belt Height when passes the batter. Regardless if the ball goes on to hit the wicket. A call of 'No ball' overrides this
	Double Bounce	If the ball bounces twice before the batting crease, it is to be called a No Ball
Run Out - Non Striker	U12 1 warning/batter/innings. Bowler must not be in delivery stride if attempting run-out.	
	U14-18 1 warning/team/innings. Bowler must not be in delivery stride if attempting run-out.	
Retirements (standard)	Whichever limit is reached first. A batter can only retire once. U12C-U18: the returning not out batters come in from lowest score first	
Retiring Hurt	Batter is able to return at next opportunity once deemed able to play, but then still to retire in line with balls/runs if achieved	
Participation rules	1 day game :	Bat: Either bat (face) for 6 balls (min) OR
		Bowl/Keep: Bowl for 2 overs (min) OR keep wicket for 10 overs (min)
	2 day game:	Bat: Must bat (face) 12 balls (min) AND
		Bowl/Keep: Must either bowl 2 overs (min) OR keep wicket 10 overs (min)
Split Innings	Takes place in 2-day games only , each team bats 20 overs twice, keeping their wickets, in the set order A1 → B1 → B2 → A2 .	
Heat Rule	≥ 37°C play called off. Once game delayed by ≥1 hour, match to revert to a 1-day game if it was a 2-day match, or be declared a draw if it was	
Wet Weather	Once game delayed by >1 hour , match to revert to a 1-day game if it was a 2-day match, or be declared a draw if it was already a 1-day game.	
If games end early	U12 Play full overs - if a team is all out, the sides play a 10 over a side fun game	
	U14 play on for at least 10 overs after result achieved unless remaining overs less, then finishes unless both coaches to agree to play on	
	U16 game end unless both coaches agree to play on	

6.1 Hours of Play

6.1.1 TWO-DAY GAMES: On Saturdays play shall commence each day at 8.30am. On Fridays play shall commence at 4.30pm (or as close to that time as is practicable). There will be a break of not more than ten minutes after 20 overs have been bowled, providing there has not been a break earlier in the day.

6.1.2 ONE-DAY GAMES: On Saturday & Sunday play shall commence at 8.30am. On Fridays play shall commence at 4.30pm (or as close to that time as is practicable). Wednesday (U18) shall commence at 5:00pm

6.1.3 ALL GAMES: The full allotment of overs referred to in By-laws 6.2.1 and 6.2.2 shall be bowled each day of play unless the game has reverted to Ordinary Conditions (see By-law 6.2.4) or play can cease if mutually agreed, when play shall not continue after 11.30am on Saturdays and Sundays or 7.30pm on Wednesday and Fridays.

6.1.4 End of Matches- Post match result achieved.

Under 12- Maximum overs to be played, unless agreed to finish prior by both parties.

Under 14- Play to continue for a minimum of 10 overs, unless agreed to finish or to continue by both parties.

Under 16- Play to cease once result achieved, unless agreed to continue by both parties.

6.2 Conditions of Play

6.2.05 Bowling from one end in blocks

Overs are to be bowled in blocks of 10, from each end for all junior matches.

6.2.1 TWO DAY GAMES

Refer Rule 6.1.1 for hours of play.

6.2.1.1 Each day's play in a two-day game shall comprise a total of 40 overs but subject to a deduction of 3 overs for each innings break. Each innings break shall be of 10 minutes duration.

6.2.1.2 If the team batting first is not dismissed by the end of play on the first day and the game has not reverted to ordinary conditions, it shall compulsorily close its innings and the opposing team, unless earlier dismissed, shall receive the same number of overs on the second day. If the team batting first is dismissed prior to the end of play on the first day, the opposing team, unless earlier dismissed, shall be entitled to receive the remaining overs of the game in order to reach the team batting first target.

6.2.1.3 The first innings of a team shall not be voluntarily closed until 40 overs have been bowled unless the game has reverted to ordinary conditions. If a game reverts to ordinary conditions, a team may declare its innings closed after 25 overs to assist in achieving a first innings result. In such a game, 3 overs shall be deducted for a change of innings.

6.2.1.4 In any game where play is interrupted or delayed by inclement weather or ground conditions for a cumulative total of more than 1 hour on the first day, the team batting first has the option of:

- declaring its innings closed at any time after 25 overs have been received (see 6.2.1.3) or
- batting on and receiving the normal scheduled number of overs, at which point its innings must close.

Under these circumstances, the remainder of the game shall revert to ordinary conditions (By-Law 6.2.4). However, if major interruptions in play result in less than 20 overs being bowled on the first day, the match shall be rescheduled to a one-day game on the next scheduled day of play. In the event that the first day is uninterrupted but a cumulative total of more than 1 hour of play is lost on the second day, the remainder of the game shall revert to ordinary conditions (By-Law 6.2.4).

6.2.1.5 If no play is possible on the first day due to bad weather, light or ground conditions, the game shall revert to a one-day game. Any toss or choice for innings made prior to the washout shall be disregarded for the rescheduled one-day game.

6.2.1.6 In any game where the first innings decision is not reached the team scoring most runs irrespective of wickets lost shall win on the first innings unless the game has reverted to ordinary conditions. Refer Rule 6.2.4.

6.2.1.7 On any day on which play is delayed or interrupted by bad weather, light or ground conditions, play shall not be abandoned prior to one hour, from the scheduled start time unless by mutual agreement of both teams.

6.2.1.8 There will be no additional points for outright wins; all wins are for 6 points only, decided on the first innings

6.2.2 ONE DAY GAMES

Refer Rule 6.1.2 for hours of play.

6.2.2.1 The game shall consist of 40 overs unless it reverts to Ordinary Conditions as per By-Law 6.2.4, or the number of overs is reduced in accordance with By-Law 6.2.2.5. Neither team shall have a second innings.

6.2.2.2 The team batting first if not earlier dismissed shall compulsorily terminate its innings after receiving 20 overs.

The team batting second if not earlier dismissed shall then be entitled to receive 20 overs.

6.2.2.3 If by two hours, 30 minutes from the scheduled start time or any other time thereafter, a first innings decision has been reached the game may conclude by mutual agreement.

6.2.2.4 In any game where a first innings decision is not reached, the team scoring the most runs irrespective of wickets lost shall win on the first innings unless the game has reverted to ordinary conditions. (Refer Rule 6.2.4).

6.2.2.5 If play commences after the scheduled start time due to bad weather or light or ground conditions but no later than one hour, from the scheduled start time, then for each 3 minutes or part thereof of time lost, 1 over shall be deducted from the total 40 overs. The team batting first if not earlier dismissed shall compulsorily terminate its innings after receiving 50% of the revised total number of overs. The team batting second if not earlier dismissed shall be entitled to receive the same number of overs.

6.2.2.6 If a game is interrupted by bad weather or light for more than a total of 1 hour after one hour from the scheduled start time, it shall revert to ordinary conditions (refer By-Law 6.2.4).

6.2.2.7 If play is prevented by bad weather or light or ground conditions from commencing by one hour, from the scheduled start time, the game shall be abandoned and deemed to be drawn.

6.2.2.8 Scorers shall notify umpires and captains when there are 3 overs and then 1 over to be bowled in the innings of each team where such innings consists of or is entitled to consist of 20 overs or where a revised number of overs applies in accordance with Rule 6.2.2.5.

6.2.2.9 There shall be a ten minute break at the conclusion of the innings of the team batting first.

6.2.3 SEMI FINAL AND GRAND FINAL GAMES

Refer Rule 6.1.3 for hours of play.

6.2.3.1 After the completion of the home and away games, the final series shall be played as follows:

The team that finishes first on the ladder shall play the team that finishes fourth.

The second team shall play the third team.

The winner of each semi final will play off in the grand final.

6.2.3.2 In the event of teams being equal on points at the end of the first round, position shall be decided on averages as follows:

The batting average of a team shall be obtained by dividing the total runs scored by the total wickets lost. The batting average against such team by dividing the total runs scored against it by the wickets taken. The former shall be divided by the latter and the team having the higher quotient shall have the better percentage. For this purpose, the actual number of wickets fallen shall be counted, even though the innings is declared closed.

6.2.3.3 In the event of a tie or draw, then the game shall be awarded to the team that finished higher on the ladder at the conclusion of the home-and-away games. If the game is a grand final then the team shall be declared the premier side.

6.2.3.4 All final games (excepting the grand final, where reserve days apply) will be played under normal playing conditions as set down in By-Laws 6.2.1 and 6.2.2.

6.2.3.5 The Executive may make allowance for reserve days for grand finals. The implementation of these reserve days shall follow the principles laid down in Senior By-Law 4.4.4.

6.2.4 Ordinary Conditions

When loss of time due to a delayed commencement or interruption of play (caused by inclement weather or ground conditions) results in a game reverting to Ordinary Conditions, this shall mean that:

- there shall be no requirement for equal division of batting time or overs for two-day games innings shall conclude as laid down in By-Law 6.2.1.4.
- on any day where more than 1 hour of play is lost, that day's play shall cease at the prescribed finishing time, irrespective of the number of overs bowled.
- unless a clear-cut result is obtained (that being a first-innings decision, an outright win, or an outright tie), the match result shall be deemed a draw

For the purposes of this rule, the delayed commencement provision shall not apply to one-day games, which shall be played as outlined in By-Law 6.2.2

6.3 Special Playing Conditions and Safety Rules

6.3.1 Batting Restrictions

6.3.1.1 Refer to the Junior Playing Formats matrix in 6.01

6.3.1.2 Deleted

6.3.1.3 Retired batsmen may resume their innings under the following conditions:

- After all other batsmen have been dismissed or have retired.
- Where two or more have retired, resumption in ascending order of score, ie. lowest score first. If multiple retired on same score, then in batting order
- A batsman cannot retire to be replaced by a previously retired batsman who has a higher score. (For example, a batsman on 15 cannot be retired to be replaced by a batsman who retired on 20.)
- A batsman who retires hurt is not subject to these conditions.

6.3.1.4 All batters taking the field in U12's, U14's & U16 grades must wear an approved helmet at all times during their innings.

6.3.1.5 All wicketkeepers taking the field in U12 & U14 participation grades must wear an approved helmet at all times during their time behind the stumps. U14 non-participation, U16 & U18 grades wicketkeepers must wear a helmet when standing up to the stumps.

6.3.2 Bowling Restrictions

6.3.2.1 No over in under-age grades shall exceed eight deliveries, including wides and no balls, except for the last over, which must have six legitimate deliveries.

6.3.2.2 The maximum spell length for any bowler is 4 overs. After a spell, the bowler must rest for double the number of overs bowled (e.g., a 4-over spell requires an 8-over rest). Drinks breaks do not count as rest.

6.3.2.3 The maximum number of overs a player may bowl in an innings is specified in the junior formats matrix in 6.01. If an innings exceeds 40 overs, a bowler may bowl up to 4 additional overs.

6.3.2.4 For under 12 (excluding Rookies) and under 14 participation grades:

- Two-day games: Every player must bat and face at least 12 balls and must bowl at least 2 overs or keep wicket for 50% of an innings
- One-day games: Every player must bat and face at least 6 balls unless dismissed or bowl 2 overs, or keep wicket for 50% of the fielding innings

6.3.2.5 If a player bowls more than the maximum allowed overs, the excess overs are cancelled, and any runs or wickets from those overs do not count.

6.3.2.6 Any delivery reaching the batsman on the full at belt height or higher is a "no ball," regardless of speed of the bowler or the ball bowled (eg. a slower ball).

6.3.2.7 A part-over bowled under Law of Cricket 22.8 counts as a full over for both bowlers in games with over limits.

6.3.3 All Grades

6.3.3.1 A team that has less than 11 players available on the first day of a home-and-away game shall be permitted to include additional players in its team on the second day (or vice-versa) providing that such players were registered with the Association prior to the commencement of the game & this team would be regarded as a player's 'regular' junior team.

6.3.3.2 All games shall be played on synthetic, mobile synthetic or turf surfaces.

6.3.3.3 All teams must use a SECA approved ball in accordance with senior by-laws 4.02 & 4.5.5. Balls used in U12 / U14 grades shall be 142-gram weight. U16 and U18 shall use 156-gram balls.

6.3.4 Nomination of Teams

6.3.4.1 Home-and-Away Games

For home-and-away matches, junior teams shall be limited to 13 players (U12c 11 players). More than 11 players may bat or bowl, but a team's innings is complete at the fall of the 10th wicket.

All players in the team must bat before a retired batsman returns to the crease (see 6.3.1.2).

In any completed match, where individual players neither batted nor bowled, they cannot be included in the official team results (except as a substitute) unless the team numbers do not exceed 11.

Nb. U12c is played under SECA formats detailed in the juniors rules matrix – 9 players/fielders, 8 wickets to fall and 11 players maximum can participate.

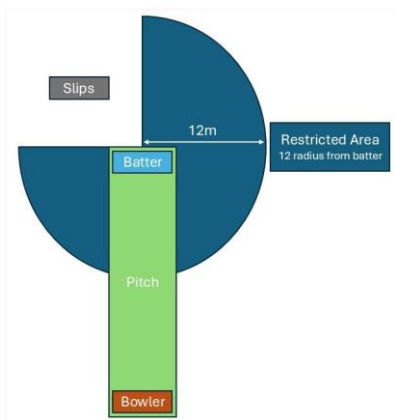
6.3.4.2 Finals Games

All nomination of teams shall be as per home-and-away games.

6.3.4.3 No player's name shall be added to the official match results after the deadline for full results entry (currently Monday 8pm following the round's completion). This also applies to teams receiving a walk-over, forfeit or bye. A team giving a walk-over cannot nominate any team members for that round.

6.3.5 Under 12 & 14 Grades Only

6.3.5.1 If a player enters the restricted area shown in the diagram below before the bowler releases the ball the umpire shall prevent delivery of the ball.



6.3.5.2 Dangerous Deliveries

The bowling of dangerous short pitched balls and waist-high full tosses is to be actively discouraged in all junior grades.

The Laws of Cricket No. 41 "Unfair Play" provide for bowlers to be taken off.

Any ball that reaches the batsman from the pitch above shoulder height in normal batting stance shall be called a no-ball.

6.3.5.3 Junior Finals Games

The special playing conditions set out herein shall apply to all grades in junior finals games. The safety rules where designated herein shall apply to Under-12 and Under-14 grades in junior finals games.

6.3.6 Modified rules for Rookies competition (Stage 1 format)

Regulations will be as determined by the Junior sub-committee and these will be advised to clubs. There are no published ladders or finals matches for Rookie grades.

6.3.7 Max Nbr Of Games To Be Played By Juniors in one round

No junior player shall be named in more than one under-age team on any given weekend, in ANY competition. Exception – a player may play on the same weekend with a SECA junior team on a Saturday and with a non-SECA team in a Friday-only or Sunday-only competition, or vice-versa, provided that the player eligibility clauses of both Associations are met.

In addition to playing one junior SECA game per weekend (including Friday), junior players are permitted to play in one senior SECA game per weekend provided that the conditions of By Law 4.7 are met.

A "fill In" player is allowed, if age qualified, but must play no more than 4 'Fill In' games in total for the season and are requested to be of an appropriate ability for the grade played.

6.3.8 Cancellation Of A Round's Results

Where more than 50% of games in a particular grade are abandoned due to poor weather or ground conditions in a one-day game or on day 2 of a two-day game, all games in that grade will be deemed drawn regardless of whether some matches were completed, and 3 points will be awarded to each team.

However, if a first innings result was achieved on the first day of a two-day game then six points will be allocated to the winning team. Scores recorded up to the abandonment remain valid.

By-Law 7 – Player Code of Conduct

7.1 Dress

7.1.1 Clubs are required to ensure that all players are dressed in white or cream cricket attire or they shall not be permitted to participate. Official umpires have the authority to eject a player from the field until the attire is considered satisfactory. Fines will apply to clubs whose players regularly breach this dress code.

7.1.2 Cricketing attire is defined as full length trousers, shirt, jumper (optional), all of which must be white or cream plus optional head wear. Footwear and socks, in all Shield Grade two-day games must also be predominantly white.

Shield grade games played in a clubs coloured clothing, plus all Standard and Reduced grade games, do not have restrictions on footwear / sox colours.

In all Junior games, players may wear a clubs official coloured clothing in all game formats.

7.1.3 Headwear shall be restricted to cricket caps of the participating teams, white or broad brimmed cricket hats or other style caps providing they display no wording or design other than that of the club.

7.1.4 Players cannot participate with sprigs or spikes in their footwear.

7.1.5 No players (Senior or Junior) may wear short trousers.

7.1.6 SECA Representative caps and shirts are to be worn only in inter-association games and not during club games.

7.1.7 Association Executive approval is required for any on-field team clothing that features club colours, sponsor names or logos or the like -Pleaser refer to SECA apparel guidelines document, for specific requirements

7.2 Conduct

7.2.1 All games shall be conducted in the true spirit of the game of cricket and club officials, team managers, captains and players are required to adopt this policy and ensure that whether on or off the field of play, they do not engage in any conduct that is unbecoming to the game of cricket.

7.2.2 All players shall

- respect the umpire;
- not verbally or physically abuse any umpire;
- not dispute the umpire's decision nor react in a threatening or disapproving manner;
- when given out, move immediately and not indulge in tantrums;
- generally assist umpires in carrying out their duties;
- not indulge in "sledging" or other verbal abuse or physical abuse of opposition players or officials;
- refrain from smoking on the field of play during matches;
- refrain from consuming alcohol during the course of a game

7.2.3 Clubs shall place each team under the control of a responsible person.

7.2.4 Captains shall instruct their players to:

7.2.4.1 avoid wasting time – incoming and outgoing batsmen should pass inside the boundary line and fieldsmen should move quickly to position at all times;

7.2.4.2 comply with dress and behaviour requirements and conduct themselves in a manner that conforms to the traditional image of the game of cricket.

7.2.5 Each club will be held accountable for the behaviour of their supporters and players.

7.3 Improper Dress And Conduct

Umpires shall immediately intervene in any breach of the dress or conduct requirements and, where appropriate, seek the support of the captain/s in correcting the situation. The umpire(s) shall report serious instances of misconduct to the Association, in accordance with the provision of By-Law 2.8 (Protests, Reports, Appeals, Disputes)

By-Law 8 – Umpires

8.1

8.1.1 To officiate at an Association match an umpire must be a financial member of the South East Cricket Umpires' Association, except as provided for in Rule 8.10.

8.1.2 The fees payable shall be paid by each competing team prior to the scheduled commencement time on any day of a game. (Refer Penalties)

8.1.3 Home clubs are to provide umpires where possible with a separate room or at least a designated private area within the clubrooms.

All areas must include a table and at least two seats.

8.2 All umpires must wear attire approved by the Association when officiating and be at the ground thirty (30) minutes before the scheduled time of starting each day.

8.3 An official of each team must check their watches with the umpires before the commencement of play.

8.4 The umpires shall notify each captain when it is five minutes to the scheduled starting time.

8.5

8.5.1 Any umpire unable to act or who will be late must endeavour to contact the Association no later than 12 noon on the day in question.

8.5.2 Appointed umpires must attend their ground regardless of weather conditions unless released under By-Law 8.5.1.

8.5.3 In the event of an umpire arriving late he shall immediately assume his duties, replacing any persons acting in his stead.

8.6 Umpires must report any breaches of the Association rules and in particular.

8.6.1 Faulty wickets or material

8.6.2 Any club who allows a player to appear in incorrect uniform.

8.6.3 Any improper conduct by a player (By Law 7.2).

8.7 Umpires shall submit a report on each match in which they officiate, in a manner as directed by the Executive.

8.8 Umpires shall retain possession of the match balls during all adjournments of play.

8.9 Fitness of Ground, Weather & Light (Laws of Cricket 3.8).

8.9.1 The Umpires shall be the sole judges of the fitness of the ground, weather and light for play.

8.9.1.1 However, before deciding to suspend play or not to start play or not to resume play after an interval or stoppage, the Umpires shall establish whether both Captains (the Batsmen at the wicket may deputise for their Captain) wish to commence or to continue in the prevailing conditions; if so, their wishes shall be met.

8.9.1.2 In addition, if during play, the Umpires decide that the light is unfit, only the batting side shall have the option of continuing play. After agreeing to continue to play in unfit light conditions, the Captain of the batting side (or a Batsman at the wicket) may appeal against the light to the Umpires, who shall uphold the appeal only if, in their opinion, the light has deteriorated since the agreement to continue was made.

8.9.2 After any suspension of play, the Umpires, unaccompanied by any of the Players or Officials shall, on their own initiative, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Immediately the Umpires decide that play is possible they shall call upon the Players to resume the game.

8.10 CLUB UMPIRES

8.10.1 When only one official umpire is in attendance, the batting team shall supply a striker's end (square leg) umpire. When no official umpire is in attendance, both teams may each supply a Club umpire. If the fielding team cannot do so, the batting team shall supply persons to umpire at both ends.

8.10.2 An umpire must be aged 16 years or more. Exception – A person aged 14 or 15 may officiate at square leg only, with the approval of the opposition captain. Teams must ensure that Club umpires have a reasonable knowledge of the Laws of Cricket and SECA rules but need not be members of the participating teams.

8.10.3 If the captain of the opposition team has concerns about the ability of a Club umpire to perform his duties satisfactorily, he may request the other captain to replace that Club umpire. This request should not be made merely due to one or more disputed decisions, but because of the umpire's obvious lack of knowledge of the Laws or repeated examples of his inability to carry out the role in a reasonable manner. Such a request shall not be unreasonably declined.

8.10.4 Club umpires must be appropriately attired, ie. trousers or shorts, shirt, enclosed footwear (bare feet or thongs not acceptable), and SECA sponsors vest as provided.

8.11 UMPIRES' FEES

Refer by-Law 4.03 for all Umpire payment rates

By-Law 9 – Health & Safety

9.1 Extreme Heat Policy

9.1.1 Measure of Temperature

Air temperature is to be established by utilising the official Bureau of Meteorology smartphone app, citing the current temperature in the “Moorabbin” area (not the actual game location). The same shall also be used as reference for forecast temperatures.

9.1.2 Junior Matches

Note Sports Medicine Australia notes that pre-adolescents have greatly reduced capacity to lose heat through sweating, and advises that extra precautions should be adopted by clubs in hot weather (see in particular By-Laws 4.7.7 and 9.1.6)

9.1.2.1 In all junior matches, games shall not be played while the temperature is 37.0 degrees or higher. The conditions applying to inclement weather shall apply (see 6.2.1. and 6.2.2) unless otherwise stated in this section.

9.1.2.2 For Friday twilight games, if play is unable to commence by 5.30 pm then play will be abandoned if it is the first day of a two-day game and the game will revert to a one-day match at the next scheduled match date. In the event it is a one-day game, the game will be cancelled and called a draw. If the Bureau of Meteorology’s forecast maximum temperature for the Moorabbin area for a Saturday is 37.0 degrees or higher, as forecast on the preceding Friday, all junior games shall start at 8.15 am, and bowling is to be done in 10 over blocks at alternate ends to save time.

9.1.2.3 In all games where this By Law applies, the SECA Executive will make the final decision on the official temperature on any given day.

9.1.3 Senior Matches

Shield Grades

9.1.3.1 If the official Bureau of Meteorology maximum forecast displayed at 9:00am on the day of the game is 39 degrees or above, play in all Shield grade games is automatically cancelled for that day. (Clubs should refer to the SECA website and other media outlets for confirmation.)

9.1.3.2 Play shall not commence or continue while the temperature is 39 degrees or higher. Play MUST be suspended until the temperature drops below 39 degrees. If the temperature remains at 39 degrees or higher for more than an hour of the scheduled playing time, play MUST be abandoned for the day. The time at which the game was suspended or abandoned, and the relevant temperatures, must be recorded in both scorebooks and in the online match results.

9.1.3.3 Where captains cannot agree on whether the match should be abandoned, the aggrieved party may lodge a protest (contact SECA secretary within 48 hours). The SECA Executive will then make a ruling and allocate points as it sees fit.

Note: SECA is aware of the potential for captains to abuse this rule.

Example: insisting on abandoning a match when the temperature is 38°C in order to salvage points from a match that their team is clearly going to lose. SECA will use Bureau of Meteorology records to determine what the actual temperature really was.

9.1.3.4 The appropriate by-laws pertaining to interruptions and delays caused by inclement weather shall also apply to extreme heat (See also By-laws 4.7.7 and 9.1.6.)

Standard and Reduced Overs Grades

9.1.3.5 If the official Bureau of Meteorology maximum forecast displayed at 9:00am on the day of the game is 37 degrees or above, play in all these grades is automatically cancelled for that day. (Clubs should refer to the SECA website and other media outlets for confirmation.)

9.1.3.6 In all these grades, play shall not commence or continue while the temperature is 37 degrees or higher. If the temperature remains at 37 degrees or higher for more than an hour during the scheduled time of play, play MUST be abandoned for the day. The relevant provisions of By-laws 9.1.3.2, 9.1.3.3 and 9.1.3.4 also apply. (See also By-laws 4.7.7 and 9.1.6.)

9.1.4 Appeals Process

Where agreement cannot be reached on what the actual temperature is, a protest to the SECA secretary shall be lodged within 48 hours of the date of the match. The SECA will rule on the Protest based on the Bureau of Meteorology internet records from Moorabbin weather station (www.bom.gov.au).

9.1.5 Cancellation of a Round's Results

Where more than 50% of games in a particular grade are abandoned due to excessive heat in a one-day game or on day 2 of a two-day game, all games in that grade will be deemed drawn regardless of whether some matches were completed, three points will be awarded to each team and scores recorded up to the abandonment remain valid. However if a first innings result was achieved on the first day of the game then six points will be allocated to the winning team and zero points to the losing team of that game.

9.1.6 Risk Management

9.1.6.1 When the forecast maximum ambient temperature for the day is 35°C, SECA recommends that players 16 years of age or younger do not participate in both junior and senior matches on the same day. Clubs are requested to be sensible on this issue to ensure player welfare.

9.1.6.2 When the forecast maximum ambient temperature for the day is 35°C, SECA recommends that:

- (i) fast/medium bowlers under the age of 18 years do not bowl more than 6 overs consecutively
- (ii) senior fast/medium bowlers do not bowl more than 10 overs consecutively.

Clubs and officials are reminded that the welfare of their players should be their primary concern.

9.1.6.3 SECA recommends that once the ambient temperature exceeds 29°C, that a drinks break be taken every 40 minutes in all matches. Junior players should be specifically warned of the need for proper rehydration (at least 500ml per hour).

9.1.6.4 SECA recommends that when the ambient temperature exceeds 29°C, in junior matches fielders and bowlers can be rotated with substitute players where available.

9.1.6.5 SECA recommends the use of broad-brimmed white hats and shirts with 3/4-length sleeves for all players, as this reduces overheating by minimising exposure to radiant heat (direct sunlight).

9.1.6.6 Any player feeling unwell should be removed from the playing field immediately and seated in a shaded area to recover. Medical assistance should be sought if thought necessary. Parents of junior players should not be discouraged from removing their child from the field if they feel conditions are too hot.

9.2 Thunderstorms And Lightning

9.2.1 Suspension of play due to lightning

Suspension and resumption of play should follow the “30/30” rule. Play should stop when flash to bang count is 30 seconds, since this indicates that lightning is 10km away, and associates significant risk that the next lightning strike could be at observer’s location. Play should be suspended, and players moved to designated safe shelters. Play should not resume until 30 minutes after the last lightning strike.

9.2.2 Suspension of play due to thunderstorms

Play should cease immediately and remain suspended while a thunderstorm is active in the immediate vicinity. Players should move to a safe shelter.

9.2.3 Safe shelters include a car or large substantial building (with electricity, plumbing or telephone wiring) to provide a safe current to ground.

9.2.4 Unsafe locations and situations include an open field, trees, tents, benches, picnic shelters, the use of phones, umbrellas, golf clubs or any object which increases an individual’s height.

9.3 Sunsmart Policy

9.3.1 All clubs playing in the SECA should adopt a sunsmart policy and be required to provide SPF 30+ as part of their first-aid requirements.

9.3.2 All clubs playing in the SECA should encourage all players to wear broad- brimmed hats or caps, shirts or tops which have long sleeves and a collar, as well as sunglasses to protect the eyes.

9.4 Blood Rule

9.4.1 Where a player or umpire involved in a match controlled by the SECA suffers an injury causing bleeding, that person should immediately retire from the game until such time as first-aid has been administered to prevent further bleeding. The injured player should not resume until the bleeding has ceased.

9.4.2 An injured batsman who has temporarily retired and is unable to return after the fall of the ninth wicket, should be recorded in the scorebooks as “retired hurt” and the innings should be deemed closed.

9.4.3 Where an injury occurs to a batsman involved in a tenth-wicket partnership, a maximum of five minutes will be allowed in order for the batsman to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately. If the batsman is unable to resume after the early interval, he shall be recorded in the scorebook as “retired hurt”, as

described in 9.4.2 above.

9.4.4 Where an injury occurs to an umpire, he must leave the field for treatment, the umpire shall officiate at both ends and the team batting will provide a competent person to stand at square leg until the injured umpire is able to resume.

9.4.5 Where an injury causing bleeding occurs to a fielder, the fielder must leave the field for treatment immediately and if no substitute is available the batting side will provide a substitute fielder.

9.5 First Aid

It shall be the responsibility of all home clubs participating in SECA matches to provide a first-aid kit. It is highly recommended that the St. John's Ambulance or RACV sports kits be provided. In matches where there is a pavilion, ice packs should be made available.

9.6 Car Parks

Players, officials, and spectators who park their cars adjacent to cricket grounds do so at their own risk. Clubs should discuss with their Council the danger involved and arrange signage or other appropriate action

9.7 Concussion Policy

SECA recommends clubs abide by the concussion and head trauma guidelines, produced by CA and CV from time to time.

Refer to:

https://www.vicpremiercricket.com.au/files/ugd/49c432_506fac397e1a44229e69d2d2d86e0791.pdf

At all times, the health and well-being of a player affected by concussion will be the number one priority.

Questions around subsequent issues such as replacement players, should be referred to the SECA executive who will make the final decision.

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G.H.Huse *	A.R.Longmuir *	B.Guy *	J. Ashkar
H.Parke *	E.P.Benson	J.Abbott *	T. Duguid
H.J.Morgan *	L.E.Champion *	I.Isaacs	P. O'Callaghan
C.H.Middleton *	A.Gatehouse *	J.Kelly *	T. Fletcher
J.Summers *	C.A.McConchie	R.Moore	G. Halliday
C.T.Walton *	R.J.Lindroth *	J.Tillett *	A. Lefebvre
C.R.Jones *	G.Wallace	P.Arnold	S. Poll
C.W.Pont *	G.F.Woolnough	P.Cox	K. Pitt
E.Krygger *	M.Massey *	M.Rainey	M. Missen
F.Lane *	D.Tomlinson	J.Adamson	
K.Wallace *	J.Quiney *	F.Robinson	<i>*Deceased</i>

Honour Board

President

1930-33	D.Wright
1933-34	E.A.Sherer
	R.Hawes
1934-36	H.G.James
1936-48	H.J.Morgan
1948-49	E.R.Krygger
1949-68	H.J.Morgan
1968-84	A.R.Longmuir
1984-90	L.E.Champion
1990-2003	J.L.Park
2003-06	R.J.Moore
2006-21	P.Cox
2021-23	R.J.Moore
2023-	S.Poll

Secretary

1930-31	R.Andrews
1931-36	G.J.Huse
1936-39	J.J.Summers
1939-56	C.R.Jones
1956-64	A.R.Longmuir
1964-65	B.C.Turner
1965-68	H.N.Hewitt
1968-72	C.A.McConchie
1972-80	R.J.Lindroth
1980-92	G.J.Woolnough
1992-95	R.J.Moore
1995-2009	J.L.Kelly
2009-16	J.Adamson
2017-20	P.O'Callaghan
2021-23	M.Rainey
2024-	N.Macmillan

Junior Chairman

1948-58	K.D.Wallace
1958-63	R.R.Brierley
1963-66	G.L.Evans
1966-84	L.E.Champion
1984-93	M.C.Massey
1993-2005	A.R.Ward
2005-13	P.Arnold
2013-15	M.Dwyer
2015-17	R.Elliott
2018-20	S.Poll
2020-21	P.Arnold
2021-23	N.Macmillan
2024-	S.Polinelli

Treasurer

1930-31	E.M.Hunt
1931-35	H.J.Morgan
1935-39	R.W.Lyons
1939-41	K.D.Wallace
1941-59	C.W.Pont
1959-68	K.D.Wallace
1968-73	J.R.Kilgour
1973-74	F.E.Jorgensen
1974-76	D.J.Read
1976-81	G.I.Wallace
1981-2004	J.Quiney
2004-06	A.Fisher
2006-11	G.Hulston
2011-2024	G.Halliday
2025-	N.Quiney

The End