



# **MID NORTH COAST CRICKET COUNCIL**

## **JUNIOR INTER-DISTRICT ADMINISTRATION GUIDELINES AND PLAYING CONDITIONS (ONE DAY AND T-20)**



# **ADMINISTRATION GUIDELINES**

## **1. Participation**

- The MNCCC Junior Inter-District Competition shall be conducted between teams nominated by the Macleay Valley District Cricket Association, Hastings River District Junior Cricket Association, Manning River District Junior Cricket Association and the Gloucester District Junior Cricket Association.
- Players taking part in the Inter-District Competition must be under the nominated age on the 1st September of the current cricket season and must be registered with an Association in the MNCCC.
- To promote female participation, girls can play two years below their respective age group.
- Any team playing an ineligible player shall lose all points gained in matches in which the ineligible player participated.
- Where an Association enters more than one team in the same age group, players may only represent one of those teams in any one season.
- It is strongly recommended that a "Form of Registration" (i.e., an Authority from the players' parents) be completed prior to any participation in a match for any player who is playing above their normal age group.

## **2. Transfers**

Any player transferring from one Association to another must receive a clearance from his home Association and receive approval from the Council Executive before taking part in the Inter-District Competition.

## **3. Code of Conduct**

- The MNCCC places a high priority on the behaviour of all players, Coaches, Managers and parents during any representative games.
- It is the responsibility of the Coach of each team to ensure all players, Managers and parents comply with by the MNCCC Code of Conduct before every game.
- No team official (Coach/Manager), Umpire or spectator shall coach a team whether by voice, signal or any other method while a match is in progress.
- Any breaches of the Code must be reported to the Secretary of MNCCC within five (5) days of the incident.
- The MNCCC shall review the incident and determine whether a further investigation is required.
- The MNCCC shall determine any disciplinary action required if a breach of the Code has occurred.

## **4. Smoking and Alcohol Consumption**

Smoking and alcohol consumption at grounds during any MNCCC Junior games is forbidden.

## **5. Risk Assessment**

Before the commencement of each game, the manager or coach of each team must complete a risk assessment of the field and pitch to fulfil the requirements of the current insurance policy. Coaches and managers shall be provided with guidance on how to complete this risk assessment when they are appointed.

## **6. Entering Results**

All results should be entered into PlayHQ within five (5) days of the completion of the match. No points shall be awarded to any team which does not comply with this directive.

## **7. Minor Premiers; Premiers**

- At the completion of all competition matches in each age division, the team with the highest points in each age division shall be declared the Minor Premier for that age division.
- In the event that teams are on equal points at the end of the competition, the team with the highest Team Average will be declared the Minor Premiers.

## 8. Team Average

- Calculation
  - (a) Divide total runs scored by total wickets lost (Batting Average)
  - (b) Divide total runs against by total wickets taken (Bowling Average)
  - (c) Divide the Batting Average by the Bowling Average to give Team Average.
  - (d) In the event of a forfeit, the average of the team receiving the forfeit will be 2.0 while the forfeiting team will receive 0.5.
- Determination of wickets lost
  - (a) A wicket shall be recorded as lost or taken when an innings terminates, with any batter unable to commence, continue, or resume their innings within the scheduled playing time. However, a team declaring an innings closed, or having it terminated, shall be deemed to have lost only those wickets which have actually fallen.
  - (b) Batters who have retired and not resumed their innings shall not be counted as wickets lost or taken.

## 9. Points

Match Points:	First innings win	6 points
	Draw / No result	3 points
	First innings tie	4 points
	Forfeit win	6 points
	Loss / Bye	0 points

## 10. Finals

- The Finals in each age division shall be determined by the MNCCC with the highest placed teams having the home venue, however, the MNCCC has the discretion to decide the Finals venues based on ground availability and pitch conditions.
- In the event that any Final is washed out, drawn or tied, the Minor Premier shall be declared the overall winner.

## 11. Fixtures

Matches must be played on the dates set down, unless they are altered by the MNCCC.

## 12. Costs

- Any luncheon arrangements shall be advised, with each Association responsible for their own costs.
- The host Association is responsible for all ground fee costs.

## 13. Cricket Attire

A player must wear:

- a predominantly white or cream shirt or their Association shirt;
- white or cream long trousers or skirt (U/13 or older);
- white or cream long trousers, skirt or shorts (U/12 or lower);
- white or cream socks and predominantly white sports shoes;
- where possible, spikes or dimpled sports shoes when playing on turf pitches;
- if worn, a suitable cricket cap/hat or Association cap.
- Umpires shall have the power to refuse to allow a player to take part in a match if their attire does not meet the standards.

Note: In the event that allocated turf pitches are unplayable, synthetic pitches may be used. To cover the possibility of matches being transferred to synthetic pitches at short notice, players should be advised to include rubber-soled shoes in their kits.

## 14. Disputes

- Associations wishing to lodge a dispute with the MNCCC, arising from any match, shall forward their dispute to the MNCCC Secretary within five (5) days of the event. The dispute shall be signed by the team Manager and clearly set out the details of the dispute.
- The MNCCC Secretary shall refer the matter to the MNCCC Executive who shall adjudicate on the dispute as soon as practicable and take such action as it deems fit, having regard to all the circumstances.

- Any party to the dispute shall have the right to appeal the decision only on the grounds of new evidence or denial of natural justice or procedural fairness. In the first instance, such appeal shall be made to the MNCCC, with any further appeal being referred by the Secretary to the N.S.W. Country Cricket Association for advice.
- In the event of a dispute as to the scores in any match, the team Managers shall, at the conclusion of the day's play, hand the scorebooks to the official Umpires who shall forward such books to the MNCCC Secretary within 72 hours of the conclusion of the day's play. The MNCCC Executive shall examine the scorebooks and rule on the dispute.

## **15. Power of Chairman**

The MNCCC Chairman shall have the power to make an interim decision on matters not provided for in these Rules and report such action to the next meeting of the Council for consideration.

## **16. MNCCC Representative Teams**

### **1. Eligibility**

- 1.1 Only players who are available for selection in Association teams shall be considered for MNC selection.
- 1.2 Players are eligible for MNCCC selection in one age group only. This restriction is not Applicable to Kookaburra Cup and Bradman Cup selection matches.

### **2. Selectors**

- 2.1 The MNC Representative teams will be selected by a panel of selectors consisting of the Regional Coach (if available), Team Coach and one selector from each of the Associations.
- 2.2 In the case of a selection deadlock, the Regional Coach will have the casting vote.
- 2.3 If the Regional Coach is unavailable, the Team Coach would have the casting vote, if required.
- 2.4 Teams will be selected either at selection meetings or by selection trials as determined by the MNCCC.
- 2.5 The times and venues of these meetings or trials will be determined by the MNCCC and publicised to all associations. In both selection processes the composition of the selection panel shall remain the same.
- 2.6 Team selections under this process will be final with no right of appeal.
- 2.7 The MNC players to participate in selection trials/matches for the Under 13 State Challenge, Kookaburra Cup and Bradman Cup will be selected by the Regional Coach in consultation with MNC Academy Coaches and, if applicable, other MNC Representative Coaches.

### **3. MNCCC Requirements of Selectors**

- 3.1 Selectors shall gain as much knowledge of eligible players as possible and shall make fair and unbiased selections. The goal is to select the best possible teams.
- 3.2 If possible, Selectors shall be Accredited Coaches or, at least have Senior Grade cricket experience.
- 3.3 Selectors shall view as many Inter-district matches as possible to assist with the selection process.
- 3.4 The Council must be notified of each Selector nominated by Associations prior to the selection meeting.

### **4. Selection Procedures**

- 4.1 Thirteen players will be selected in each MNC team at a time and place set by the MNCCC. All thirteen players are to be given appropriate playing opportunities during Carnivals with the 13th man to be a different player for each playing day. Where possible, players that are likely to be the 13th man will be given prior notice.
- 4.2 A minimum of three reserves shall be named for each team. If possible, one batsman, one bowler and a wicketkeeper shall be included in the reserves list. This list will not be made public.
- 4.3 Selected players will be advised, in writing, within five (5) days of the team being selected. Players will need to confirm availability with the team Coach or Manager within three (3) days of being notified of their selection. All MNCCC Representative teams will be posted on MNCCC website within 5 days of the teams being selected.
- 4.4 If availability is not confirmed, it will be assumed that the player is unavailable.
- 4.5 Players unavailable shall be replaced in the team by the appropriate player from the reserve list.

- 4.6 If no suitable player from the reserve list is available, the Coach, in consultation with the MNCCC Selectors shall select a suitable replacement.

#### **5. Requirements of MNCCC Representative Team Coaches**

- 5.1 All MNCCC Representative Coaches should hold as a minimum a Level 1 Coaching Accreditation and are encouraged to also have Level 2 Coaching Accreditation.
- 5.2 All Coaches are required to provide their Working with Children Clearance Number and associated details to the MNCCC Child Protection Officer.
- 5.3 All Coaches shall provide to the MNCCC Secretary a report covering standard and suitability of accommodation and conduct of players both on and off the field (including behaviour and dress).
- 5.4 Coaches shall submit, either electronically or in writing, any suggested improvements to MNCCC procedures and the conduct of Carnivals or other events in which teams participate.
- 5.5 Coaches shall provide a record of each player's performance on forms provided by the MNCCC.
- 5.6 Coaches shall provide to the MNCCC Secretary a record of all monetary receipts.
- 5.7 Coaches shall have all powers and rights applicable to their position and shall be responsible for any disciplinary measures necessary in relation to player's behaviour. Any serious matters shall be reported in writing to the MNCCC Secretary as soon as possible. Coaches are encouraged to seek assistance from the MNCCC should they so desire.

# ONE DAY COMPETITION PLAYING CONDITIONS

Except as varied hereunder, all MCC Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply within the MNCCC Junior Inter-District One Day competitions, in conjunction with the N.S.W. Country Cricket Association By-Laws.

## **LAW 1 THE PLAYERS**

Law 1 shall apply subject to the following:

- 1.1 Before the toss for innings, Captains shall exchange team lists. These lists shall then be handed to either Umpire.
- 1.2 Teams may not thereafter be changed without the consent of the opposing Captain or Manager.
- 1.3 Twelve players may be named in each team.
- 1.4 Only eleven players shall be permitted to participate as a batter.
- 1.5 Only eleven players shall be permitted to bowl or wicket keep.
- 1.6 The batting twelfth man and the bowling twelfth man may be different players.
- 1.7 Prior to the toss, the non-batter and non-bowler/wicket keeper must be nominated.
- 1.8 If both Coaches and Umpire(s) agree, twelve players can bat and bowl.

## **LAW 2 THE UMPIRES**

Law 2 shall apply subject to the following:

- 2.1 **Suspension of play due to lightning.**
  - 2.1.1 Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later.
  - 2.1.2 Play shall not resume until 30 minutes after the last lightning flash.
  - 2.1.3 Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition.
- 2.2 Umpires shall be the sole judges of the fitness of the pitch, ground, weather and light for play. (See also Law 6)

**Note:** The Mid North Coast Umpires Association shall appoint Umpires  
Umpire Fees will be set by the Mid North Coast Umpires' Association.  
In the absence of official Umpires, persons approved by both Team Managers may officiate.  
Where only one official Umpire is in attendance, he/she shall umpire from the bowler's end during the match.  
Official umpires shall be those holding at least a local Association Umpiring qualification.

## **LAW 3 THE SCORERS**

Law 3 shall apply subject to the following:

- 3.1 Both teams should try to provide a competent scorer (not the host responsibility).
- 3.2 At a minimum, one score book must be used at all times during play. Ideally, each Association should be providing a score book in which to score.

- 3.3 Teams using an electronic device for scoring may do so, however, only one should be used, in addition to a score book.
- 3.4 Where a team chooses to use an electronic device for scoring, they must ensure it is charged at all times.

#### **LAW 4 THE BALL**

Law 4 shall apply subject to the following:

- 4.1 A new ball should be used at the start of each innings.
- 4.2 Only MNCCC approved balls shall be used.
- 4.3 For matches played on turf pitches:  
156g, four piece red leather cricket balls shall be used.
- 4.4 For matches played on synthetic pitches:  
156g, two piece red leather cricket balls shall be used for U/13 and older.
- 4.5 For matches played on synthetic pitches:  
142g, two piece red leather cricket balls shall be used for U/11.

#### **LAW 5 THE BAT**

Law 5 shall apply.

#### **LAW 6 THE PITCH**

Law 6 shall apply subject to the following:

- 6.1 Wherever possible, matches should be played on turf pitches with preference for the allocation of turf wickets going to Under 16/17s, then Under 14/15s, then Under 12/13s.
- 6.2 Under 10/11s shall play on synthetic pitches.
- 6.3 Matches scheduled for turf may be transferred to a synthetic pitch where the turf pitch is judged to be unfit for play.
- 6.4 Matches should only be called off, due to wet weather, if both Coaches or Managers and any appointed Umpire(s) are in agreement that no available fields in the host Association are playable.
- 6.5 If wet weather affects turf wickets, the decision to commence play will firstly be determined by the curator, then the Umpire(s).
- 6.6 Once matches have commenced, the Umpire(s) is/are solely responsible for determining if play should continue or recommence. Where there is no appointed Umpire(s), it shall be the responsibility of both Coaches or Managers to judge as to the fitness of the pitch for play.

**Note:**

**MCC Law 6.2 Fitness of pitch for play**

The Umpires shall be the sole judges of the fitness of the pitch for play.  
See Laws 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

#### **LAW 7 THE CREASES**

Law 7 shall apply.

#### **LAW 8 THE WICKETS**

Law 8 shall apply subject to the following:

- 8.1 Stumps with metal or plastic shoes and/or ferrules are not to be used. The use of such stumps will result in the loss of all match points.

## **LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

Law 9 shall apply subject to the following:

A boundary clearance of a minimum of 2.75 metres from any fence is required at all fenced grounds. The boundary shall be marked with a continuous line and/or boundary markers.

## **LAW 10 COVERING THE PITCH**

Law 10 shall apply to turf pitches only.

10.1 If possible, a turf pitch shall be completely covered in the event of rain.

## **LAW 11 INTERVALS**

Law 11 shall apply subject to the following:

- 11.1 A lunch interval of 30 minutes shall be taken at the completion of the first innings or at 1:00pm if that team is dismissed prior to 12:30pm. No lunch break shall be taken if play does not commence prior to 12:00pm.
- 11.2 An interval of 10 minutes shall be taken between innings.
- 11.3 Drinks breaks, not exceeding 5 minutes in duration, shall be taken at times approved by Umpires and Team Managers, taking into consideration the prevailing weather conditions.
- 11.4 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.
- 11.5 No other drinks shall be taken onto the field without the permission of the Umpires.
- 11.6 Any player taking drinks onto the field shall be dressed in proper cricket attire.

## **LAW 12 START OF PLAY; CESSATION OF PLAY**

Law 12 shall apply subject to the following:

### **12.1 Hours of play.**

Scheduled hours of play shall be: 40 over matches - 10.00am to 4.30pm;  
45 over matches - 10:00am to 5:00pm;  
50 over matches – 10:00am to 6:00pm

Play shall continue until either:

- (a) the team batting second has: been dismissed; or  
received its quota of overs; or
- (b) a result has been achieved.

**Note:** In the spirit of the game, if a match finishes well before the scheduled time, Coaches are encouraged to organise a non-competitive shorter version game, e.g. 15 overs per team, to enable players who had limited involvement in the scheduled match an opportunity to participate in some more cricket.

## **LAW 13 INNINGS**

Law 13 shall apply subject to the following:

### **13.1 Uninterrupted match.**

13.1.1 All matches shall be played under the conditions of compulsory closure where each team (unless dismissed) is entitled to bat for a maximum of:  
40 overs (U/12/13s);  
45 overs (U/14/15s);  
50 overs (U/16/17s);  
or the closure of innings at 2:10pm, whatever comes first.

13.1.2 The team batting second is entitled to the same number of overs as the team batting first, unless dismissed.

13.1.3 If the team bowling first fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall cease at the completion of the current over.



- 13.1.4 The innings of the team batting second shall be limited to the number of overs bowled by it, at the scheduled time for the cessation of the first session.
- 13.1.5 The over in progress at the scheduled cessation time shall count as a completed over.
- 13.1.6 If the team batting first is dismissed, and the last wicket falls after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as a complete over).
- 13.1.7 If the team bowling second fails to bowl their overs, or the number of overs needed to be bowled, by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved.
- 13.1.7 The Umpires may increase the number of overs to be bowled by the team bowling second if the Umpires are of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first. These events may include injuries, time to dry a wet ball, time taken to find a lost ball, batsmen wasting time.

**13.2 Delayed or interrupted matches.**

- 13.2.1 The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- 13.2.2 The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (4 mins. per over) in the total time available for play.
- 13.2.3 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been dismissed in less than the agreed number of overs.
- 13.2.4 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings as determined by recalculation of the overs to be bowled.
- 13.2.5 Fractions are to be ignored in all calculations re number of overs.

**13.3 Delay or interruption to the innings of the team batting first.**

- 13.3.1 If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement and close of each session for the match, by applying a rate of 15 overs per hour (4 mins. per over).
- 13.3.2 When calculating the length of playing time available for the match, or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration.
- 13.3.3 This calculation must not cause the match to finish earlier than the original time for cessation of play.
- 13.3.4 If required, the original time shall be extended to allow for one extra over per team.
- 13.3.5 If the team bowling first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall cease.
- 13.3.6 If the team batting first is dismissed and the last wicket falls at or after the scheduled time for the interval, 13.1.6 shall apply.

**13.4 Delay or interruption to the innings of the team batting second.**

- 13.4.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs to be bowled shall be calculated at a rate of 4 minutes per overs in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.
- 13.4.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 13.4.3 To constitute a match, a minimum of half the overs need to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.4.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 13.4.5 A fixed time will be specified for the close of play by applying a rate of 15 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.4.6 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

**LAW 14 THE FOLLOW-ON**

Law 14 shall not apply.

**LAW 15 DECLARATION AND FORFEITURE**

Law 15 shall not apply.

**LAW 16 THE RESULT**

Law 16 shall apply subject to the following:

**16.1 Determination of winner.**

16.1.1 A result can be achieved:

only if both teams have had the opportunity of batting for at least half the overs, subject to the additions to Law 13, unless:

- one team has been dismissed in less than half the overs, or
- the team batting second scores enough runs to win in less than half the overs.

16.1.2 A match shall be a Draw if both teams have not had the opportunity to bat for at least half the overs because available time would not allow a result.

16.1.3 In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.

16.1.4 In any match in which both teams have had the opportunity to bat for a minimum of half the overs, but have not had the opportunity to bat for the same number of overs:  
- the result shall be determined by the Duckworth Lewis Stern (DLS) method, if available, otherwise by the run rate method.

16.1.5 The result of a match may be a tie regardless of the number of wickets lost by the team batting second.

16.1.6 Where there is equality in the aggregate number of runs scored in a match the result shall be a tie.

## 16.2 Target Score.

16.2.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of half the overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

16.2.2 This revised target is to be calculated using DLS, if available, or the run rate method

16.2.3 The target set will always be a whole number and one run less will constitute a Tie.

16.2.4 If the innings of the side batting second is suspended (with at least half the overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the par score determined at the instant of the suspension by the run rate method.

16.2.5 If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the par score.

## LAW 17 THE OVER

Law 17 shall apply subject to the following:

### 17.1 Number of overs per bowler.

17.1.1 10 overs in Under 16/17  
8 overs in Under 14/15  
7 overs in Under 12/13  
6 overs in Under 10/11

17.1.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

17.1.3 Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

17.1.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

### 17.2 Bowling Restrictions for under-age players (Cricket Australia determinations).

17.2.1 No medium pace or faster bowler (broadly defined by one or both Umpires as those to whom the wicket-keeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out in the table below.

Age as at <u>31 August</u>	Max. overs <u>in a spell</u>
Under 17	6
Under 16	6
Under 15	6
Under 14	4
Under 13	4
Under 12	4

**Note:** These restrictions DO NOT apply to spin/slow bowling, subject to 17.2.1.

### 17.3 Rest periods for under-age players.

17.3.1 The minimum rest periods between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowlers immediately concluded spell.

- 17.3.2 A bowler who has bowled a spell of fewer than the maximum number of overs, as set out above, may resume bowling prior to the completion of the minimum rest period as defined above, but this will be considered an extension of the same spell, and the limit of overs in total in the spell will still apply.
- 17.3.3 Following the completion of the spell, the normal break between spells will apply. The break within the spell shall be disregarded.
- 17.3.4 For the purpose of calculating a bowler's minimum rest period, any interruption to play due to weather or interval shall contribute in the amount of 1 over for each 4 minutes thereof. A scheduled luncheon interval of 30 minutes shall count as 4 overs from each end.
- 17.4 Responsibility.**
- 17.4.1 It is the responsibility of the fielding Captain to ensure that 17.2 and 17.3 are upheld.
- 17.4.2 The Umpires will assist in maintaining records to enable the enforcement of this Playing Condition together with the Scorers of the match.
- 17.4.3 Scorers must notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs he may bowl without a break and must notify the Umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Playing Condition.
- 17.4.4 If the Umpires become aware of a breach of this Playing Condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- 17.4.5 Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the Umpires shall make the final decision on its application based on information available from the Scorers and other sources.
- 17.5 Change of bowling style (Under-aged players).**  
Where a bowler changes between medium pace (or faster) and spin/slow bowling during an innings:
- 17.5.1 If the bowler begins with medium pace (or faster), the bowler is subject to the Playing Condition throughout the day;
- 17.5.2 If the bowler begins with spin/slow bowling and changes to medium pace (or faster), the Playing Condition applies from the time of the change. All overs of spin/slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

## **LAW 18 SCORING RUNS**

Law 18 shall apply.

## **LAW 19 BOUNDARIES**

Law 19 shall apply subject to the oval played on.

## **LAW 20 DEAD BALL**

Law 20 shall apply.

## **LAW 21 NO BALL**

Law 21 shall apply subject to the following:

### **21.1 Synthetic Pitches.**

21.1.1 Where there is no return crease marked, the No ball rule pertaining to the return crease (Law 21.5.1) shall not apply.

21.1.2 Any ball which has pitched:  
a) on the side edge of the concrete or,  
b) on the grass protruding from the side edge of the concrete or,  
c) on the grass to the side of the pitch  
shall be called a No ball. In each instance above, Dead ball shall also be called.

21.1.3 Any delivery hitting a transverse join in the synthetic grass or any damaged part of the pitch, shall be called Dead ball and be rebowled.

**21.2 Free hit after No Ball (Under 14/15s and Under 16/17s only)**

21.2.1 The delivery following any No ball shall be a free hit for whichever batter is facing it.

21.2.2 If the delivery for the free hit is not a legitimate delivery then the next delivery will become a free hit for whichever batter is facing it.

21.2.3 For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide.

21.2.4 Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.

21.2.5 A fielding No ball breach will enable the field to change.

**LAW 22 WIDE BALL**

Law 22 shall apply subject to the following:

22.1 If, in the opinion of the Umpire, the striker has brought the ball within reach, the Umpire shall apply a general interpretation consistent with the normal operation of the Law.

22.2 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the batter has brought the ball within reach.

**LAW 23 BYE AND LEG BYE**

Law 23 shall apply.

**LAW 24 FIELDER'S ABSENCE; SUBSTITUTES**

Law 24 shall apply subject to the following:

24.1 **Penalty Time.**

24.1.1 Interchange of fielders named in the team, as defined by clause 1.1, without restriction, is permitted. Penalty time shall not be incurred for these players.

**LAW 25 BATTER'S INNINGS; RUNNERS**

Law 25 shall apply with the addition of:

25.1 All batters must wear a helmet at all times when batting.

25.2 In all matches, players may retire at any time, without penalty. Players who have retired may resume their innings, in the order in which they retired, at the fall of the last wicket.

**LAW 26 PRACTICE ON THE FIELD**

Law 26 shall apply.

**LAW 27 THE WICKET-KEEPER**

Law 27 shall apply subject to the following:

27.1 All wicket-keepers must wear a helmet at all times when keeping up to the stumps, as per guidelines released by Cricket Australia on 29 August 2016.

**LAW 28 THE FIELDER**

Law 28 shall apply with the addition of the following:

28.1 In Under 16/17 matches, players are permitted to field within 10m of the batter in front of the wicket. All such fielders must wear a helmet and protector. Other protective equipment such as shin pads is also recommended.

- 28.2 In Under 10/11, Under 12/13 and Under 14/15 matches:
- 28.2.1 No fielder may stand closer than 10 metres from the striker's wicket on the leg side or in front of point on the off side.
- 28.2.2 Either umpire shall call and signal No ball if a fielder encroaches within this area prior to the ball being delivered.
- 28.3 **Limitation of on side fielders.**
- 28.3.1 At the instant of the bowler's delivery, there may not be more than 5 on side fielders.
- 28.3.2 In the event of an infringement of 28.3.1, either umpire shall call and signal No ball.
- 28.4 **Restrictions on the placement of fielders.**
- 28.4.1 Where possible, two semi-circles shall be drawn on the field of play. They shall have as their centre the middle stump at either end of the pitch. The radius of each shall be 30 yards (27.43 metres). They 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 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber disc measuring 7 inches (18 cm) in diameter.
- 28.4.2 At the instant of delivery.
- a) During the first 12 overs (Powerplay 1) of each innings no more than two (2) fielders are permitted outside the fielding restriction area.
- b) During the remaining over (Powerplay 2) no more than five (5) fielders are permitted outside the fielding restriction area.
- 28.5 **Fielding restrictions in reduced over matches.**
- 28.5.1 When the overs of the batting team is reduced, the overs within each Powerplay of the innings shall be reduced according to table below. They shall apply to both innings of the match.

<u>Total overs in Innings</u>	<u>No. of overs for which fielding restrictions will apply</u>
20 – 23	6
24 – 26	7
27 – 29	8
30 – 33	9
34 – 36	10
37 – 39	11

- 28.6 For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".

## **LAW 29 THE WICKET IS BROKEN**

Law 29 shall apply

## **LAW 30 BATTER OUT OF HIS/HER GROUND**

Law 30 shall apply.

## **LAW 31 APPEALS**

Law 31 shall apply.

## **LAW 32 BOWLED**

Law 32 shall apply.

## **LAW 33 CAUGHT**

Law 33 shall apply.

## **LAW 34 HIT THE BALL TWICE**

Law 34 shall apply.

## **LAW 35 HIT WICKET**

Law 35 shall apply.

## **LAW 36 LEG BEFORE WICKET**

Law 36 shall apply.

## **LAW 37 OBSTRUCTING THE FIELD**

Law 37 shall apply.

## **LAW 38 RUN OUT**

Law 38 shall apply.

## **LAW 39 STUMPED**

Law 39 shall apply.

## **LAW 40 TIMED OUT**

Law 40 shall apply.

## **LAW 41 UNFAIR PLAY**

Law 41 shall apply subject to the following:

### **41.1 Bowling of dangerous and unfair short pitched deliveries:**

Law 41.6 applies subject to the following:

- a) A fast, short pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- b) Any such ball in Under 10/11, Under 12/13 and Under 14/15 competitions shall be called a No ball.
- c) In Under 16/17s, a bowler shall be limited to one (1) fast, short pitched delivery per over.
- d) Any delivery above the head of the batter, standing in an upright position shall be called a no ball.
- e) The Umpire at the bowler's end shall advise the bowler and the batsman on strike when a fast, short pitched delivery has been bowled.
- f) For the avoidance of doubt, any fast, short pitched delivery passing over the batsman's head, that is called a No ball under this playing condition shall also count as the one (1) allowable short pitched delivery in that over.
- g) In the event of a bowler bowling more than one fast, short pitched delivery in an over, the Umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast, short pitched delivery. The Umpire shall call and signal No ball and then tap the head with the other hand.
- h) If a bowler delivers a second fast, short pitched ball in an over, the Umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other Umpire, the Captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings. This is the **FIRST CAUTION**.
- i) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast, short pitched delivery in an over, the Umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his final warning for the innings. This is the **SECOND AND FINAL CAUTION**.
- j) Should there be any further instance by the same bowler in that innings, the Umpire shall call and signal No ball and, when the ball is dead, direct the Captain to take the

bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- k) The bowler thus taken off shall not be allowed to bowl again in that innings.
- l) The Umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the Captain of the batting side.
- m) The Umpires will then report the matter to the MNCCC Executive who shall take such action as is considered appropriate against the Captain and the bowler concerned.

#### 41.2 **Bowling of dangerous and unfair non-pitching deliveries:**

Law 41.7 applies subject to the following:

- a) Any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease shall be a No ball.
- b) Any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end Umpire, it is likely to inflict physical injury on the striker.

**Note:** An Umpire should only caution the bowler if the delivery is deemed to be dangerous to the batsman.

- c) In the event of a bowler bowling a high full pitched ball as defined in clause (b) (i.e.a beamer), the Umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a **FIRST AND FINAL WARNING**. The Umpire shall inform the other Umpire, the Captain of the fielding side and the batsmen at the wicket of what has occurred.
- d) Should there be any further instance by the same bowler in that innings, the Umpire shall call and signal No ball and when the ball is dead, direct the Captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) The Umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the Captain of the batting side.
- g) The Umpires may then report the matter to the MNCCC Executive who shall take such action as is considered appropriate against the Captain and the bowler concerned.

**Note:** A caution shall be given to the bowler only if the delivery, in the Umpire's opinion, is deemed to be dangerous to the batsman.



## **LAW 42 PLAYERS' CONDUCT**

Law 42 shall not apply.

- 42.1 The MNCCC will adopt as its Code of Conduct the Cricket NSW Code of Conduct as per Appendix 1.
- 42.2 As per the CNSW Code of Conduct and their by-laws:
  - 42.2.1 Any person bound by the Code of Conduct shall not engage in disorderly or improper conduct or behaviour. This includes on Social media.
  - 42.2.2 A person who engages in disorderly or improper conduct or behaviour breaches this Code of Conduct.
- 42.3 Disorderly or improper conduct or behaviour includes, but is not restricted to, a person:
  - i) Assaulting or attempting to assault, or abusing, either orally or physically, an Umpire, player or spectator;
  - ii) Disputing, as distinct from questioning, an Umpire's decision, or reacting in an obviously provocative manner towards an Umpire;
  - iii) Using crude or abusive language, or hand signals or other gestures;
  - iv) Engaging in any form of conduct or behaviour detrimental to the spirit of the game or likely to bring the game into disrepute; or
  - v) Refusing to supply that person's name and that person's address when required by another person who is lodging a report.
- 42.4 The Captain of a team shall ensure that the players (including the person acting as 12th man and any non-playing member of the team) comply with the Code of Conduct.
- 42.5 The Captain of a team breaches the Code of Conduct if a player in that team engages in continuing disorderly or improper conduct or behaviour.
- 42.6 Breaches of this Code of Conduct are to be referred to the Code of Conduct Commissioner or judiciary of the MNCCC under which the player reported is registered to play.
- 42.7 The reporting process for any such breach is outlined in Appendix 1 of this document.
- 42.8 Breaches**
  - 42.8.1 Any player failing to observe any rule, or failing to comply with any lawful direction of the Association, Management Committee or an officially appointed Umpire, or any person acting in the capacity of an Umpire, may be penalized at the discretion of the MNCCC appointed Code of Conduct Commissioner or consequently by the MNCCC appointed Judiciary Committee, in terms of the by-laws empowering the actions of such Committee.
  - 42.8.2 The reporting process for any such breach is outlined in Appendix 1 of this document.

## **T - 20 COMPETITION PLAYING CONDITIONS**

Except as varied hereunder, all MCC Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply within the MNCCC Junior T-20 competitions, in conjunction with the N.S.W. Country Cricket Association By-Laws.

### **Under 11**

1. Each innings is to consist of 15 overs per team to be bowled in no more than 60 minutes.
2. Up to 11 players can be nominated to play per match with only 9 to bat.
3. Only 9 fielders can take the field at any one time during the match.
4. Boundary length to be approximately 40 metres.
5. 16 metre pitch length.
6. 142g ball to be used.
7. Batters must retire after facing 18 balls (including Wides and No balls) but can return in order of retirement if their team is dismissed.
8. 3 bowlers are limited to a maximum of 3 overs each with all other bowlers limited to a maximum of 2 overs.
9. No-balls and Wides are re-bowled to a maximum of 8 balls. The final over of each innings must contain 6 legitimate balls.
10. No fielders are allowed within 10 metres of the batter in front of the wicket.
11. Batters and wicket-keepers are to always wear helmets.
12. A maximum of 4 fielders may field on the leg side.
13. In the event of a tie, a super over will be played. No restrictions on batting order, however, the bowler cannot bat in the super over.
14. There shall be no drinks breaks during an innings.

### **Under 13**

1. Each innings is to consist of 20 overs per team to be bowled in no more than 80 minutes.
2. A minimum of 10 overs per team will constitute a match.
3. Up to 12 players can be nominated to play per match with only 11 to bat.
4. Only 11 players can take the field at any one time during the match.
5. Batters must retire after facing 25 legitimate balls but can return in order of retirement if their team is dismissed.
6. Bowlers can bowl a maximum of 4 overs with no restriction on length of spell.
7. No-balls and wides are re-bowled to a maximum of 8 balls in an over. The final over of each innings must contain 6 legitimate balls.
8. A Free Hit will be awarded for ANY No ball bowled. Batters can only be dismissed runout on a Free Hit. The extra ball is otherwise counted as a legitimate ball. If a Wide is bowled on a Free Hit, the next ball is also a Free Hit.

9. A Free Hit will not be awarded only if the bowler has reached the maximum 8 balls in the over.
- 10 No fielders are allowed within 10 metres of the batter in front of the wicket.
11. Batters and wicket-keepers are to always wear helmets.
12. A maximum of 5 fielders may field on the leg side.
13. For overs 1-6 a maximum of 2 fielders can field outside the inner circle.  
For overs 7-20 a maximum of 4 fielders may field outside the inner circle.  
Where no circle is marked, Umpires' judgement will be used.
14. In the event of a tie, a super over will be played. No restrictions on batting order, however, the bowler cannot bat in the super over.
14. There shall be no drinks breaks during an innings.

### **Under 15**

1. Each innings is to consist of 20 overs per team to be bowled in no more than 80 minutes.
2. A minimum of 10 overs per team will constitute a match.
3. Up to 12 players can be nominated to play per match with only 11 to bat.
4. Only 11 players can take the field at any one time during the match.
5. Batters must retire after facing 25 legitimate balls but can return in order of retirement if their team is dismissed.
6. Bowlers can bowl a maximum of 4 overs with no restriction on length of spell.
7. 6 legitimate balls must be bowled in each over with no maximum balls in the over.
8. A Free Hit will be awarded for ANY No ball bowled. Batters can only be dismissed runout on a Free Hit. The extra ball is otherwise counted as a legitimate ball. If a wide is bowled on a Free Hit, the next ball is also a Free Hit.
9. No fielders are allowed within 10 metres of the batter in front of the wicket.
10. Batters and wicket-keepers are to always wear helmets.
11. A maximum of 5 fielders may field on the leg side.
12. For overs 1-6 a maximum of 2 fielders can field outside the inner circle.  
For overs 7-20 a maximum of 4 fielders may field outside the inner circle.  
Where no circle is marked, umpires' judgement will be used.
13. In the event of a tie, a super over will be played. No restrictions on batting order, however, the bowler cannot bat in the super over.
14. There shall be no drinks breaks during an innings.

### **Under 17**

1. Each innings is to consist of 20 overs per team to be bowled in no more than 80 minutes.
2. A minimum of 10 overs per team will constitute a match.

3. Up to 12 players can be nominated to play per match with only 11 to bat.
4. Only 11 players can take the field at any one time during the match.
5. There is no retirement for batters in this age division.
6. Bowlers can bowl a maximum of 4 overs with no restriction on length of spell.
7. 6 legitimate balls must be bowled in each over with no maximum balls in the over.
8. A Free Hit will be awarded for ANY No ball bowled. Batters can only be dismissed runout on a Free Hit. The extra ball is otherwise counted as a legitimate ball. If a wide is bowled on a Free Hit, the next ball is also a Free Hit.
9. Fielders within 10 metres of the bat in front of the wicket must wear a helmet.
10. A maximum of 5 fielders may field on the leg side.
11. For overs 1-6 a maximum of 2 fielders can field outside the inner circle.  
For overs 7-20 a maximum of 5 fielders may field outside the inner circle.  
Where no circle is marked, umpires' judgement will be used.
12. In the event of a tie, a super over will be played. No restrictions on batting order, however, the bowler cannot bat in the super over.
13. There shall be no drinks breaks during an innings.

Points	Win – 3 points
	Loss – 0 points
	Abandoned match – 1
	Forfeit Win – 3 points

#### **LAW 21 NO BALL**

- 21.1 The delivery following ANY No ball shall be a free hit for whichever batsmen is facing it.
- 21.2 If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batsmen is facing it.
- 21.3 For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide.
- 21.4 Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.
- 21.5 The bowlers end Umpire shall signal a free hit by (after the normal No ball signal) extend one arm straight upwards and moving it in a circular motion.
- 21.6 A fielding No ball breach will enable the field to change.
- 21.7 The Umpire shall call No ball if a bowler bowls a ball above head height of the batter standing upright at the popping crease.

#### **LAW 22 WIDE BALL**

- 22.1 A delivery passing the striker on the off side outside the off side wide guideline (75cm from the outside of the off stump) shall be called a Wide provided the striker maintains a normal batting position and has not brought the ball within reach.

- 22.2 If, in the opinion of the Umpire, the striker has brought the ball within reach, the off side wide guideline shall be disregarded and the Umpire shall apply a general interpretation consistent with the normal operation of the law.
- 22.3 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he/she has brought the ball within reach.

**Note 1:** Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Law 22 shall otherwise apply.

**28.2 Fielding restrictions in reduced over matches.**

In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. This shall apply to both innings of the match.

<u>Total overs in Innings</u>	<u>No. of overs for which fielding restrictions will apply</u>
10 – 11	3
12 – 14	4
15 – 17	5
18 – 19	6

**LAW 40 TIMED OUT**

- 40.1 After the fall of a wicket, the incoming batter must be ready to receive the ball, or for the other batter to receive the next ball within one and a half minutes (90 seconds) of the dismissal.

## **Appendix 1**

### Extract of Cricket NSW By-Laws 2023

#### **DEFINITIONS:**

**“Cricket event”** means any Match, tournament, tour, contest, event, activity (including training), whether on a one-off basis or as part of a series, league or competition sanctioned or organised by NSWCA or a Cricket Organisation;

**“Cricket Participant”** includes:

- (a) Players;
- (b) Individuals who are registered with or entitled to participate in an Affiliate or Association or a cricket event;
- (c) Coaches appointed to train a player or team of an Affiliate or Association or for a cricket event;
- (d) Administrators who have a role in the administration or operation of an Affiliate or Association, including owners, directors, committee members or other persons;
- (e) Officials including referees, umpires, technical officials, or other officials appointed by an Affiliate or Association or any league, competition, series, club or Team sanctioned by NSWCA;
- (f) Player support personnel who are appointed in a professional or voluntary capacity by an Affiliate or Association;
- (g) Individuals who are registered as members with an Affiliate or Association or any league, competition, series, club or Team sanctioned by NSWCA;
- (h) Employees;
- (i) Contractors;
- (j) Volunteers; and
- (k) any other individual who has agreed to be bound by the Integrity Policies;

**“Match”** sanctioned or organised by NSWCA, an Affiliate and / or Association;

**“Person reporting”** means the person who has lodged a report to the Commissioner under clause 6.

**“Player”** means a participant in a cricket event (including in addition to those that are playing in a team) organised, sanctioned or otherwise under the auspices of an Affiliate or Association and includes representative competitions, tours and carnivals;

**“Player support personnel”** includes any parent, guardian, coach, trainer, Team manager, Player agent, selector, umpire, team official, doctor, physiotherapist, dietitian, fitness or other health-related advisor or any other person employed by, contracted to, representing or otherwise affiliated to an Affiliate or Association, or any parent or other person working with, treating or assisting a player.

#### **CODE OF CONDUCT**

##### **Code of Conduct**

Any cricket participant, Affiliate or Association must not:

- a) engage in conduct which brings, or is likely to bring, the interests of cricket or NSWCA into disrepute;
- b) act in a manner which is, or is likely to be, prejudicial to the interests of cricket or NSWCA;
- c) engage in disorderly or improper conduct or behaviour during a cricket match, which includes the offences contained in Appendix 2 to the Cricket Australia Code of Conduct for Player and Player Support Personnel as amended from time to time;
- d) verbally or physically abuse, assault or engage in violence with another person, intimidate another person or create a hostile environment;
- e) make or post inappropriate, offensive or discriminatory comments in public (including via any form of social media) about another person, an Association or any of the Affiliates;
- f) breach any requirements for safeguarding children and young people as set out in the NSWCA Safeguarding Children and Young People Policy;
- g) victimise another person for making a complaint under any NSWCA policy, including any Integrity Policy;
- h) disclose to a person or organisation any information related to cricket and/or NSWCA that is of a private, confidential or privileged nature without the required consent of the relevant person or entity;

- i) make a complaint under NSWCA's Complaints and Dispute Resolution Policy that the Player or Player Support Personnel or Cricket NSW knows to be untrue, vexatious, malicious or improper; or
- j) breach any provision of an Integrity Policy as set out in clause 4.1.

#### Captain's Responsibility

The Captain of a team breaches clause 5.1 if the team demonstrates systemic non-compliance with the Code of Conduct, including:

- a) where one or more players in that team engage in multiple breaches of the Code of Conduct during any cricket event; or
- b) where one or more players in that team engage in continuous breaches of the Code of Conduct throughout a cricket season.

#### Judicial processes

Subject to clause to clause 5.3 (b), any breach of this Code of Conduct by a cricket participant, Affiliate or Association will be managed by the relevant Affiliate or Association in accordance with its own rules and procedures (which may use or include, as a reference point only and in relation to the types of behaviours which may constitute a breach of the Code of Conduct, the descriptions contained in Appendix 2 to the Cricket Australia Code of Conduct for Player and Player Support Personnel).

Notwithstanding clause 5.3(a) (above), NSWCA may, in its sole discretion, intervene and take control of an alleged breach of this Code of Conduct by a Cricket Participant, Affiliate or Association and deal with the matter in accordance with the NSWCA Complaints and Dispute Resolution Policy.

Save for in respect of this Code of Conduct, any breach of an Integrity Policy by a Cricket Participant, Affiliate or Association will be dealt with in accordance with NSWCA's Complaints and Dispute Resolution Policy.

### **MNCCC CODE OF CONDUCT REPORTING PROCESS**

- i) MNCCC member is reported on MNCCC Incident Report Form.
- ii) Reported person is advised that a report will be submitted to the Code of Conduct Commissioner (CoCC) and is requested to provide contact information (required by CoCC).
- iii) Incident Report to be completed and submitted by email to CoCC by 9pm on the day following the incident.
- iv) Reported person is advised that the CoCC will make contact by 3pm on the Wednesday following the incident report being received, and may request evidence from the reported person.
- v) The CoCC will access all available evidence and issue a subsequent action (dismissal of incident or sanction) by Wednesday after the reported incident.