



VANUATU CRICKET

VANUATU CRICKET CLUB CRICKET MANUAL

2021

Abstract

This booklet serves as the official Vanuatu Cricket Association manual for any and all senior club competitions within Vanuatu.

Vanuatu Cricket Association

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jtoares@vanuatucricket.com.vu	2
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Grounds and Contacts

Vanuatu Cricket Ground 1 & 2, Independence Park, Club Hippique

Joshua Toares (Competitions & Facilities Manager) +678 7749210
jtoares@vanuatucricket.com.vu

Amelia Lawac (Administration Manager) +678 7749204
alawac@vanuatucricket.com.vu

Vanuatu Cricket Club Cricket Competitions Rules and Regulations

Adverse Weather

Clubs are requested to report directly to grounds unless advised by the competitions and facilities manager.

A ground shall only be considered unfit for play when it is likely **no play is possible one hour before the match scheduled end time.** For matches starting at 9am the cut off time shall be 11am and for matches starting at 1pm the cut off time shall be 3pm. Note: Any match starting late shall be played with reduced overs applying.

The Competitions and Facilities Manager shall first have to hand over the grounds as fit for play before the umpires can be the sole judges of the fitness of the ground, weather and light for play.

In the absence of umpires and the Competitions and Facilities Manager, the captains of the competing teams shall determine the fitness of the ground regarding the commencement or continuing of play.

The ground shall be considered as unfit for play when it is so wet or slippery as to deprive the bowlers of a reasonable foothold, the fieldsmen of the power of free movement or the batsmen of the ability to play their strokes or to run between wickets.

Play should not be suspended merely because the grass and the ball are wet.

Lightning

In the event of an active thunderstorm or an electrical storm in the immediate vicinity of the ground, play is to cease **IMMEDIATELY**, and all players and umpires are to find safe shelter without delay.

Safe shelters include a car or large substantial buildings with electric or telephone wiring and / or plumbing to provide a safe current to the ground.

To determine what is 'in the immediate vicinity', players and Umpires should follow the "30/30" protocol rule:

- *Play must stop when the time between a lightning flash and thunder bang is 30 seconds or less - this indicates the lightning is close enough to be a significant risk that the next lightning strike could be at the observer's location.*
- *Play cannot commence until 30 minutes have elapsed after both the last lightning flash and the last thunder bang, unless it is clear and agreed by both captains and umpires that the storm has moved on and there is no threat of lightning.*

Attire

All players must be correctly attired in team colored clothing. Player umpires must wear distinctive clothing, including shirts.

Teams whose players are not wearing correct attire once the team enters the field of play or the captain at the toss shall have a total of 5 runs deducted for each player not in correct attire.

Aggregates & Averages

The competitions and facilities manager at the conclusion of each competition shall obtain details from the CricHQ system of the highest aggregate runs scorer and the highest aggregate wickets taker for the regular season.

Balls

Sommers Club Match balls are approved balls.

A new ball shall be used in each first innings unless a team has failed to pay the designated match fee before the start of play. Such circumstance will mean the nonpaying team must use an old ball. Umpires will collect the match fees or competition & facilities manager or CEO before the start of play. Match fees can also be paid in full before the start of the competition.

Captains

The captains or in their absence the vice-captains must confirm that the scorebooks agree at the close of play each day.

The captains or in their absence the vice-captains of the competing teams are responsible for the conduct and behavior of their players during the course of a match.

However, it is the responsibility of everyone involved in the competition especially the players, to ensure that the game is played in the correct spirit with regard to the highest levels of conduct and sportsmanship.

At the end of each match the captains have 15 minutes in which to fill out and submit a captains report to the scorer, forms of which are to be provided.

Club Officials

Each club shall be entitled to nominate three delegates per team entered in the competition to attend general meetings of the competition.

Delegates are encouraged to ensure that the club is represented at each general meeting of the competition.

Clubs must advise the competitions and facilities manager whenever there are alterations to the contact details including email address and telephone numbers including after hours telephone numbers of the Manager and/or president, the Secretary, treasury and the Team Captains both male and female.

Fixtures

Matches will be scheduled on a Saturday.

The Competitions and Facilities Manager shall be responsible for arranging the fixture draw making due allowance for any specific club fixturing requests.

When the fixtures are released, clubs must immediately check the fixtures for accuracy and correctness and confirm with the Competitions and Facilities Manager.

Clubs must not alter the fixtures without the consent of the Competitions and Facilities Manager

If play in games scheduled on a Saturday is not possible due to adverse weather or unforeseen circumstances, play in games may be rescheduled to a reserve day, if possible, and the result of any reserve day match shall be declared valid.

Certain competitions will be played as club fixtures whereby both the mens and womens teams play on the same ground in morning and afternoon fixtures. Morning fixtures will be allocated to women and mens fixtures in the afternoon.

Forfeits

Any match shall be deemed to be forfeited should a team be unable to produce eight correctly attired players ready to commence play, weather permitting, 30 Minutes after the designated start time on any day of a match.

Play must commence as soon as eight correctly attired players are in attendance and ready to commence play, weather permitting, prior to 9:00am.

Teams must advise the Competitions and Facilities Manager and the opposing team captain as early as practicable if a team is likely to forfeit a match.

It is mandatory that the team forfeiting should contact the match Competitions and Facilities Manager as soon as reasonably practical to provide reasons for the forfeit.

The team receiving the forfeit shall receive the maximum number of points obtained by any team in that round of matches with the team dealing in forfeit shall lose 2 points.

Intervals

Clubs are encouraged to recommence play promptly following any scheduled interval or other break in play.

Laws Of Cricket

The Laws of Cricket 2017 Code) shall apply unless modified in these rules.

No balls - a penalty of 1 run shall be awarded for each No ball.

Wide balls - a penalty of 1 run shall be awarded for each Wide ball.

Off-side Wide balls shall be adjudged by the umpire in accordance with Laws of Cricket Law 22.

Leg-side Wide balls:

Lines shall be drawn from the popping crease to the bowling crease parallel with the return crease measured 17 inches / 43 cm from the return crease on both sides of the pitch.

The umpire shall call Wide ball if the bowler bowls a ball, not being a No ball, which the umpire judges to have passed on the leg-side outside of the line defined above without any contact with the striker's bat or person. Wide ball shall not be called if the ball passes between the striker and the stumps.

Dangerous and Unfair Bowling

The provisions of the dangerous and unfair bowling Laws shall apply in all matches

- *Law 41.6 (Bowling of dangerous and unfair short pitched deliveries),*
- *Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) and*
- *Law 41.8 (Bowling of deliberate front-foot No ball).*

In addition to these Laws, a bowler shall be limited, in each over, to one fast, short pitched delivery above shoulder height of the striker.

The umpire at the bowler's end shall call and signal No ball if a bowler exceeds this limit.

All laws to be at the discretion of the umpires.

Match Fees

Match fees shall be paid to the umpires before the start of play. The current fee is 100vt per person with each team required to pay 1,100 Vatu per match. At the start of each championship the VCA will prescribe a total fee that each club can choose to pay in bulk before the start of the season or pay on a match day basis.

Failure to pay fees will result in the use of an old ball when bowling and having to pay double fees on the next match day. Clubs that have not paid match fees may also not be eligible to participate in Semi-Finals and Finals if all match fees are not paid by the end of the rounds.

Match Results

All match scorecards will be in the CricHQ system within 48 hours of the completion of the match.

All match results and ladders will then be available on theCricHQ website.

Any team receiving a forfeit shall be entitled to input a team list of players who would have represented the team in the match to the CricHQ system by the following Monday 9:00am.

Player Behavior

1. Responsibility

The captains or in their absence the vice-captains of the competing teams are responsible for the conduct and behaviour of their players during the course of a match.

However, it is the responsibility of everyone involved in the Vanuatu Cricket Association Club Cricket Competition especially the players, and specifically the captains, to ensure that the game is played in the correct spirit with regard to the highest levels of conduct and sportsmanship.

2. Unacceptable conduct

2.1 The umpires shall act upon any unacceptable conduct.

If an umpire considers the conduct of a player is unacceptable, the Competitions and Facilities Manager shall be notified of the charge. The umpire concerned shall determine into which of the Levels the conduct falls, as set out in 2.3 to 2.6 below, and shall apply the related sanctions strictly as specified in Law 42 Players' conduct.

The Captain of the offending team shall be included in the formal charge.

Clubs and umpires are encouraged to contact the Competitions and Facilities Manager immediately should there be any concern with player behavior.

2.2 The four Levels of offence are identified as Level 1, Level 2, Level 3 and Level 4.

Level 1 offences

Any of the following actions by a player shall constitute a Level 1 offence:

- Blatantly under the influence of Alcohol whilst playing
- Wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive or insulting
- expressing personal abuse
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- attempting to gain an unfair advantage
- any other misconduct, the nature of which is, in the opinion of the umpires equivalent to a Level 1 offence.

Level 2 offences

Any of the following actions by a player shall constitute a Level 2 offence:

- showing serious dissent at an umpire's decision by word or action
- making inappropriate and deliberate physical contact with another player
- throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

Level 3 offences and action by umpires

Either of the following actions by a player shall constitute a Level 3 offence:

- intimidating an umpire by language or gesture
- threatening to assault a player or any other person except an umpire.

Level 4 offences

Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

Player Transfers & Loans

Players must play with their registered club for the Full season. Each year players must reregister. Mid season transfers are only allowed at the end of each competitions where both clubs agree the player can leave. If one club doesn't agree then the player cannot leave until the end of the season. Nonregistered players cannot play until registered.

Player loans must be facilitated through the use of the prescribed forms. Throughout the duration of the season clubs may choose to nominate players to go out on loan for the year. This will allow players not readily given an opportunity for regular club cricket on the weekends to participate and develop their cricketing skills through regular match time but also fill any holes that other clubs may have in their respective clubs. Players on loan will return to their respective parent club at the end of each season or at any time the parent club requires them and must be applied for again by the loanee club afterwards.

If a loan spell ends at the end of a season and said player wishes to continue with the loanee club then they may do so as a free agent. As per transfer regulations every player must reregister at the beginning of each season with a club.

The main loan policies and procedure are as follows:

1. Clubs must identify a list of players to put on a loan list.
2. Clubs must individually approach said players who must agree to go out on loan if approached. (If the player wishes to remain then they do not need to go out on loan)
3. Clubs must submit their loan lists to the VCA competitions and Facilities Manager.
4. Clubs wishing to take on players on loan may approach the VCA for players they would like and sign the agreement stipulated by the VCA.

5. The loan agreement automatically ends at the end of the season, or if the player no longer wants to continue with the club, if the parent club need the player back (must give 3 days notice), or if the loanee club no longer need or want the player.

Note: This is not a permanent transfer and should not be viewed as such, simply put it is a way for clubs to allow for more inclusion and also to help other teams compete.

Note: Players under the age of 15 must have an exemption from the competitions and facilities manager.

Forms are available with the Competitions and Facilities Manager.

Prescribed Penalties

Level 1 offence

For a Level 1 charge against a player, the umpire shall caution the player, and inform the player's captain that a Level 1 offence has occurred and that the cautioned player shall be mentioned in a report to the Competitions and Facilities Manager.

A player who receives more than one caution in a season shall automatically receive a two match suspension.

Level 2 Offence

For a Level 2 charge against a player, there is provision for the player to accept a standard penalty and thereby eliminate the need to attend a hearing.

The acceptance or otherwise of the prescribed penalty (as set out below) must be indicated to the umpire(s) immediately after the close of the match. When a prescribed penalty is accepted by the reported player, the report of the side's captain shall not proceed.

For Level 2 offences a penalty of two matches is prescribed.

Level 3 & 4 Offences

For Level 3 and Level 4 offences there is no prescribed penalty and a hearing is automatic.

Consideration of Misconduct Reports

Should a player and/or the umpire decide they wish to have the charge(s) heard, or, the charge is for a Level 3 or Level 4 offence, the Competitions and Facilities Manager shall arrange for a sub-committee of three persons to hear and resolve the charge.

If available, the sub-committee shall be selected from:-

Joashua Toares (Competitions and Facilities Manager), Nigel Morison, Neil Malosu, Tim Cutler, and if necessary, independent club delegates or umpires, or other suitable independent persons.

The Competitions and Facilities Manager shall arrange this sub-committee. The decision of this sub-committee shall be final.

Points

Allocation of match points

- Win or Win by forfeit 2 points
- Loss 0 points
- Loss by forfeit -2 points
- Tie 1 point each team
- Match abandoned/washout 1 point each team

Prize Money

The VCA will announce the Prize money for each competition prior to the competition starting.

Protective Equipment - Wicket Keeper, Fielders And Batsmens Helmets

Fielder - At all times when fielding in a position closer than 7 metres (unless otherwise approved by an umpire in their discretion) from the batsman's position on the popping crease on a middle stump line

(such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off-side, the fielder must wear a helmet with a faceguard. The match umpire(s) will not allow the match to continue during any period in which a fielder fails to wear a helmet when required by this playing condition.

Batsman - At all times when batting against a fast or medium paced bowler a batsman must wear a helmet with a faceguard. The match umpire(s) shall be responsible for ensuring that a helmet is worn when required by this playing condition. The match umpire(s) will not allow the match to continue during any period in which a batsman fails to wear a helmet when required by this playing condition.

Player Sustaining Head Or Neck Injury

If a participant receives a blow to the head or neck, then a doctor, physiotherapist, paramedic, sports trainer, or suitably qualified first aider will make any necessary assessment.

If no qualified person is present, then the match umpire(s) shall direct the participant from the field if concussion is suspected or further assessment needed.

The VCA procedure and rules on concussion must be adhered to strictly for players safety.

Scorers And Scorebooks

Clubs are encouraged to appoint a permanent scorer for the season.

At the close of play, the captains, or in their absence the vice-captains, must confirm by signature in each scorebook that both scorebooks fully total and balance, and the name of the fielder is included for all catches taken.

At the conclusion of each innings, the umpire(s) shall check and sign scorebooks to verify the scores recorded in the scorebook are in agreement.

Semi Final Matches

The teams finishing in the top FOUR positions on the premiership list at the end of the regular season shall compete in Semi-final matches (1 v 4 and 2 v 3).

If for any reason a Club is unable to play in a Semi-final, then the next highest Club on the ladder at the end of the regular season shall be promoted to fourth place.

Net run rate: If two or more teams have an equality of points, team rankings shall be determined by net run rate. A team's net run rate is calculated by deducting from the average runs per over scored by the team, the average runs per over scored against the team.

If a team is all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

The home team shall be the team finishing in the higher position on the premiership list at the conclusion of the regular season.

The Semi-final matches shall be scheduled to be played on the Saturday after the end of rounds.

Should a result not be obtained in a Semi-final or final match, or the match ends in a tie, there shall be a super over to determine who advances or the winner.

Start Time

The scheduled starting times of matches is 9:00am and 1pm depending on competitions.

All team sheets must be handed in at the toss. Players not on the team list will be ineligible to play.

Clubs are encouraged to commence matches on time.

The captains or in their absence the vice captains must toss for choice of innings at least 10 minutes before the scheduled time of commencing play.

Matches may also be commenced earlier by negotiation between the captains and then approved by umpires.

Umpires

Any delayed start caused by non-payment shall be subject to match Rules.

In matches where the umpires at Square Leg is supplied by the club, this umpire must wear attire which clearly distinguishes him from the attire worn by the fielders. Singlet, bare chest, bare feet, thongs or sandals are not permitted.

Umpires, if available, shall be appointed to matches by the Competitions and Facilities Manager.

If there is only one umpire appointed to a match, that umpire shall umpire from the bowlers end for the duration of the match.

Umpires must wear sneakers and allocated umpires shirts at all times, should an umpire also:

1. Fail to turn up
2. Turn up drunk
3. Act in a way deemed to be against the umpire's policy

The umpire will not receive any match payment and must be reported in the captains report at the end of the game.

In the scenario that there are no umpires, captains shall appoint umpires or call off the match and contact the competitions and facilities manager to inform them.

40 over Match Conditions

1. Start of play

All matches commence at 9:00am

If no play is possible before 12:00pm, the match shall be abandoned.

2. Lunch interval

A 30 minute lunch interval will be taken at the end of the first innings.

4. Lateness

If one side is ready to play at the scheduled time for the match to commence, but the start of play is delayed by more than 5 minutes, then the side causing the delayed start shall have its entitlement to batting overs reduced by one over for every complete 4 minutes of playing time lost. Additionally they shall also add 5 runs for every 4 minutes to the opposition.

The umpire shall be the final judge in determining when both sides are ready to play and determining the number of the overs to be deducted from the defaulting side's batting innings.

5. Playing Numbers

If one side has 11 players and is ready to play at the scheduled time for the match to commence, but the opposing team has less than 11 players, then the side missing players shall add 5 runs for every missing player to the opposition.

If both sides do not have correct playing numbers the same rule applies.

6. Over limits for bowlers

Each bowler is limited to:

8 overs

If the overs limit applying to both sides innings is reduced prior to the match commencing, then the above limits for each bowler shall also be reduced by one over for each full 5 overs lost.

7. Fielding limits

Throughout an innings, the fielding side must have at least four fielders within 30 metres of the pitch at the time each ball is delivered.

If either umpire judges insufficient fielders are within 30 metres of the pitch, the umpire may first direct the fielding captain to reposition the field.

If the umpire is not satisfied the request was complied with, then the umpire shall call and signal No ball at the instant of the bowler's delivery.

Leg-side fielders - At the instant of the bowler's delivery there shall not be more than two fielders behind the popping crease on the on side, and, not more than five fieldsmen on the on side. In the event of infringement of this rule either umpire shall call and signal No ball.

8. Winning team

The winning team is the team scoring the most runs, regardless of wickets lost.

9. Free hit after a No ball

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

If the delivery for the free hit is not a legitimate delivery, (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batter is facing.

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 ball.

Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or the No ball was a result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

The bowler's end umpire will signal a free hit, (after the normal No ball signal), by extending one arm straight upwards and moving it in a circular motion.

In matches where the umpire at Square Leg is supplied by the club, this umpire must wear attire which clearly distinguishes him from the attire worn by fielders.

Over Rates

1. Over Rate

It is the responsibility of both Captains, whether batting or bowling, to maintain an over rate of 16 overs per hour (3.5 minutes per over).

The anticipated time to bowl 40 overs is 150 minutes. An additional 15 minutes shall be allowed for normal stoppages, e.g. dismissals, drinks interval. Only in exceptional circumstances, (e.g. on field injuries, protective equipment requests, or prolonged ball searches), will the Umpires have discretion to allow additional time for stoppages.

2. Penalty for a slow over rate.

If the bowling side fails to complete the required overs within 205 minutes, plus, any additional stoppages time (see above), then the umpire(s) shall report the occurrence to the Competitions and Facilities Manager via the umpires report.

In the first instance of a team being reported for a slow over rate during the rounds, the Competitions and Facilities Manager shall advise the club and issue a final warning.

3. Penalty not to apply

The umpire(s) will not report a slow over rate if:

- (a) The match starts late.
- (b) An interruption to play occurs for adverse weather.
- (c) The match is completed prior to 4.30 pm.

4. Umpires to monitor over rate

Umpire(s) will regularly advise the fielding captain of overs bowled and elapsed time.

The Umpire(s) shall strictly enforce Law 41.9 Time wasting by the fielding side and Law 41.10 Batsman wasting time.

Twenty20 (T20) Match Conditions

1. T20 matches shall be played under the rules for forty matches, except as specified below.

2. Start of play

If teams are fixtured to play two T20 matches on the same day, the start times for each match shall be advised by the convenor. Start times will be 9:00am and 1:00pm.

4. Drinks Interval

There will be no interval for drinks unless weather conditions are extreme.

5. Cessation of play

Play will continue until a result is obtained.

Play will not continue after three hours playing time has elapsed.

6. Compulsory closure – maximum overs

The innings of both sides shall be limited to 20 overs.

The rules for lost time, reduced overs and delayed start, shall apply as for 40 over Matches, except:

6. Second side –innings not completed

If the time for cessation of play is reached and the second side has not received their entitlement of overs the result shall be determined as:

- If the side batting 2nd has not batted for at least 5 completed overs the result shall be a draw
- If the side batting 2nd has received at least 5 completed overs, then the result shall be decided by run rate. The winner will be the side with the higher run rate. If the first side was dismissed, then the run rate of the first side will be determined by using the maximum number of overs which it would have been entitled to receive.

8. Over limits for bowlers

Each bowler is limited to 4 overs.

If the overs limit applying to both sides innings is reduced prior to the match commencing, then the limit of four overs for each bowler shall be reduced by one over for each full five overs lost.

9. Fielding limits

Fielding limits and leg-side fielding limits shall apply as for 40 over Match rules.

10. Free hit after a No ball

The delivery following any “No Ball” shall be a free hit for whichever batter is facing it.

If the delivery for the free hit is not a legitimate delivery, (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batter is facing.

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 ball.

Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery or the No ball was a result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

The bowler's end umpire will signal a free hit, (after the normal No ball signal), by extending one arm straight upwards and moving it in a circular motion.

In matches where the umpire at Square Leg is supplied by the club, this umpire must wear attire which clearly distinguishes him from the attire worn by fielders.

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