

DVCA RCP's - 2018/19

No.	Rule	Proposed by	Seconded by	Proposal	Rationale
1	J7 Player Safety	Junior Executive		<p>Rule currently states:</p> <p>“.....Helmets (with grills) will be worn at all times by:</p> <ul style="list-style-type: none"> • All batsmen in all matches in all age groups; and • All wicket-keepers in all matches...” <p>Rule to now read:</p> <p>“.....Helmets (with grills) will be worn at all times by:</p> <ul style="list-style-type: none"> • All batsmen in all matches in all age groups; and • All wicket-keepers in all matches. The exception being in U/16’s and U/18’s where a wicket-keeper may choose to discard the helmet when standing back from the stumps. 	<p>Wicket-keepers at U/16 and U/18 level are less likely to be in danger when standing back from the stumps. The relaxation of this rule for these age groups also takes into account considerations of heat, mobility and comfort issues.</p> <p>Furthermore this rule is also consistent with Cricket Victoria’s safety standards for junior wicket-keepers.</p>
2	J9 Adverse Conditions Hot Weather (Heatouts)			<p>Any reference to 36 degrees Celsius should be followed by “(34 degrees Celsius for non-competitive grades)”</p>	<p>This is in line with clubs’ expectations.</p>

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3	S14 Daily Overs Two-Day Matches	Executive		<p>Rule currently states:</p> <p>“The daily overs are:</p> <p>But reduced by one over for each full 3 minutes for total time lost in excess of 20 minutes for which neither team is responsible (including, eg adverse conditions and injuries)”</p> <p>Rule to now read:</p> <p>“The daily overs are:</p> <p>But reduced by one over for each full 3 minutes for total time lost when more than 20 minutes is lost for which neither team is responsible (including, eg adverse conditions and injuries). Examples – a total of 20 minutes lost represents a reduction of zero overs, whereas a total of 24 minutes lost represents a reduction of 8 overs.....”</p>	<p>The rule can be misleading so the example helps to clarify it. If adopted, a similar alteration will be made to Junior rule J6</p>
4	S 17 No Balls, Wides and 5 Run Penalties	Cricket Victoria (Marylebone Cricket Club)		<p>Rule currently states:</p> <p>Calling Illegal Short-Pitched Deliveries and Full Tosses. If there are 2 official umpires, either will call and signal no ball if:</p> <ul style="list-style-type: none"> • A delivery pitches then passes or would have passed over head height of the striker, standing upright at the crease; or 	

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				<ul style="list-style-type: none"> • A delivery (other than a slow paced one) passes or would have passed on the full above waist height of the striker, standing upright at the crease; or • A slow delivery passes or would have passed on the full above shoulder height of the striker, standing upright at the crease. <p>In other matches, such no balls may only be called by the bowler's end umpire.</p> <p>Rule to now read:</p> <p>Calling Illegal Short-Pitched Deliveries and Full Tosses. If there are 2 official umpires, either will call and signal no ball if:</p> <ul style="list-style-type: none"> • A delivery pitches then passes or would have passed over head height of the striker, standing upright at the crease; or • A delivery (of any pace) passes or would have passed on the full above waist height of the striker, standing upright at the crease. <p>In other matches, such no balls may only be called by the bowler's end umpire.</p>	<p>Revised Laws of Cricket. Refer Law 41.7 "Bowling of dangerous and unfair non-pitching deliveries."</p> <p>Note. A caution will be issued after a bowler delivers a non- pitching delivery above waist height. A further similar delivery will incur suspension from further bowling in that innings.</p>

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5	S19 Two-Day Home and Away Matches Close of Play	Umpires Association		<p>Rule currently states:</p> <p>Close of Play: Play ends each day upon completion of the Daily Overs, BUT:</p> <ul style="list-style-type: none"> • The captains may agree to end play at any time on Day 2 after a result is reached; and • On Day 2, official umpires can end play before the expected finishing time if Team 2 has completed its 1st innings, or passed Team 1, and they think no further result is possible. • Nevertheless Team 2 has every right to continue facing their 80 overs (68 in F1 and below) even after passing Team 1's total, if they choose to do so. • All games must recommence on Day 2 regardless of whether a first inning result has already been achieved. 	

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No.	Rule	Proposed by	Seconded by	Proposal	Rationale
				<p>Rule to now read:</p> <p>Close of Play: Play ends each day upon completion of the Daily Overs, BUT:</p> <ul style="list-style-type: none"> • The captains may agree to end play at any time on Day 2 after a result is reached, however, Team 2 has the right to continue facing their innings quota of 80 overs (68 in F1 Grade and below) even after passing Team 1's total, if they choose to do so; and • On Day 2, official umpires can end play once Team 2 has completed its 1st innings or has faced their innings quota of 80 overs (68 in F1 Grade and below) providing Team 2 has passed Team 1 and they think no further result is possible. • All games must recommence on Day 2 regardless of whether a first inning result has already been achieved. 	<p>The current order of wording relating to the "close of play" on Day 2 is confusing which has previously led to conflict between opposing players and umpires.</p> <p>The Umpires Association believes the new proposed wording is much clearer for players and umpires to follow.</p>

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6	<p>S19</p> <p>Two-Day Home and Away Matches</p> <p>Compulsory Closure</p> <p>(In situations where lost time exceeds 20 mins)</p>	Executive		<p>Rule currently states:</p> <p>4. Compulsory Closure of each team's 1st innings</p> <p>"</p> <p>However:</p> <ul style="list-style-type: none"> • Team 1 may continue batting on Day 2 until their daily overs are reached. • Team 1 may elect to declare on Day 2 and split the overs, whereby Team 2 compulsorily closes after receiving the same number of balls. <p>Note - If team batting 2nd commences batting on Day 1 and bats a further 80 overs (68 overs F1 and below) on Day 2, without reaching their target, then they lose.</p> <p>Rule to now read:</p> <p>4. Compulsory Closure of each team's 1st innings</p> <p>"</p> <p>However:</p> <ul style="list-style-type: none"> • Team1 may only continue batting on Day 2 until their 80 or 68 overs are reached. • Team 1 may elect to declare on Day 2 and split the overs, whereby Team 2 compulsorily closes after receiving the same number of overs. <ul style="list-style-type: none"> ○ In the event of Day 1 being abandoned however, after an odd number of overs, the Team batting 2nd will receive 1 extra over in the split up. 	<p>The rule was actually incorrect as it makes reference to the number of balls and not the number of overs.</p> <p>The rest of the changes to the rule are designed to add clarity to it.</p>

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				<p>Note - If team batting 2nd commences batting on Day 1 and bats the full 80 overs (68 overs F1 and below) on Day 2, without reaching their target, then they lose.</p> <p>Similarly in a reduced overs game of say 70 overs each, and where Team 1 only bats 68 overs, if Team 2 does not pass Team 1's score after the available 72 overs, then they lose as well."</p>	