

Metropolitan Veterans Cricket Association – 2023-24

Player Guidelines - Code of Conduct

Guidelines and Laws

The Metropolitan Veterans Cricket Association (MVCA) has been formed to allow people over the age of 35 years of age to continue to play in a cricket competition. The Association prides itself on its ability to be self-run; it is based on friendship, respect, and a healthy level of competitiveness. It is the responsibility of every competitor to ensure this 'Spirit' is upheld in all games.

Rules of Play

The rules laid down by the Marylebone Cricket Club (MCC) for one-day cricket matches will apply in general.

Players umpiring should acquaint themselves with these rules and it is the duty of the captains and senior players to ensure the MVCA operates within these guidelines.

The Code of Conduct and guidelines are available to all members online @ metrovetscricket.com.

General Guidelines

1. Dress is to be full whites or team shirts.
2. Players must be 35 years and over on 1 October of the year
3. Replacements may be younger, but should not play a major role with bat or ball.
 - a. That means younger players cannot bowl, bat higher in the order than eligible players, or wicket keep.
 - b. It also means that when the younger player comes out to bat the innings is deemed to be closed.
4. There is a limit of naming 13 official players in a team (must be present at the ground and take part on the day to be named). However a maximum of 11 players can bat and field at any one time.
 - a. The team can still have substitute players but their involvement does not count as a qualifying game.

MCVA Playing Rules

1. Batters who know they are out should walk to assist the umpires.
2. A player must wear a helmet when batting and as a wicketkeeper when standing at the stumps.
3. There shall be no more than five players on the 'on side' throughout the match and only two players behind square leg. There must be no more than 5 players outside the conventional field when the ball is bowled.
4. "Wide balls" are to be called under the following circumstances
 - a. Any off side or leg side delivery, which in the opinion of the umpire does not give a reasonable opportunity to score, shall be called a "Wide ball".
 - b. With the batter in a conventional stance, a ball passing down the leg side

- will be deemed a “Wide ball”
- c. Umpires are instructed to apply a very strict and consistent interpretation in regard to wide deliveries in order to prevent negative bowling wide of the wicket or over the batsmen’s head.
5. “No-balls” are to be called under the following circumstances
 - a. A ball, bounced, (immaterial of speed) passing above shoulder height of the striker in the normal batting stance at the crease, either umpire shall call or signal a “No Ball”.
 - b. The “full-toss” rule. A full toss that is above waist height (while batsmen is in stance position) is deemed to be a “No Ball”.
 - c. If a bowler bowls a second full-toss it will be offered to the both batsmen that the bowler be replaced. If so, the bowler will no longer be able to bowl and the over will be finished by another bowler.
 - d. A delivery that hits the edge of the pitch or off is deemed to be a “No Ball”.
 - e. Underarm deliveries are not permitted.
 6. 10 ball mercy rule - an over will be called after the bowling of 10 deliveries irrespective of status of the delivery.

Match Conditions

1. The team named first in the fixture will be considered as the Home Team
2. The Home Team will
 - a. Set up wickets and boundaries. (60 meters if no established boundary)
 - b. Provide afternoon tea.
3. Games will commence at 1:00pm
4. Both teams shall endeavour to complete the game before 5:00pm
5. Each side bats for a maximum of 33 overs
6. Each bowler is restricted to a maximum of 6 overs
7. The ball is to be a 2-piece regulation cricket ball (Kookaburra Tuf Pitch)

Finals

- Semi Finals - 1st vs 4th and 2nd vs 3rd
- Grand Final - Winners of the two Semi Finals
- In the event of rain, the highest qualifying team is deemed the winner of the match.
- Umpires for the Finals will be arranged by the MVCA President or delegate. The costs will be shared equally between the two playing teams.

To be eligible for the finals, a player must either;

1. Have played (not listed as 12th man) in at least two qualifying games; or
2. Receive permission from the opposing captain to play
 - a. The opposing captain has the right to refuse the request; and
 - b. This option should only be arrived at if eligible players are unavailable for play.

Unsportsmanlike Conduct

1. If a match is abandoned due to unsportsmanlike conduct, both teams will receive a point penalty.
2. The next match between the two teams will be umpired by a third party at the shared cost of both teams.

Results, Points, and Ladder

The official MVCA ladder will be available at metrovetscricket.com

When scoring, both digital and paper is recommended, with paper as backup, if required only final team totals, will need to be transferred to PlayHQ within 48 hours of the conclusion of the match by the home teams manager.

Points are to be allocated in the following manner:

- Win 4 points
- Draw 2 points
- Loss 0 points
- Abandonment -1 point (both teams)

Percentage calculation

New PlayHQ formula (ladder points/NRR/total runs)

Inclement weather / Too few players / Forfeit

1. In case of inclement weather, provided both captains are present at the venue, the captains can agree to draw (2 points each)
2. If a team can not play and is required to forfeit they will not be awarded any points
 - a. The opposition team will be awarded 4 points
3. If a team forfeits for a second time during the season, they will also incur a penalty of -1 point.