



CRICKET VICTORIA REGIONAL BIG BASH



2014-15 WINNERS: BENTLEIGH UNITING CC

COMPETITION MANUAL 2015-16

COMPETITION COMMITTEE CONTACT DETAILS

Keith Thompson (VCCL) - 0408 353 076 - keiththompson@bigpond.com

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Stuart Wilson (Cricket Victoria) - 9653 1192 - swilson@cricketvictoria.com.au

REGIONAL CRICKET MANAGER CONTACT DETAILS

Regional Cricket Manager	Region	Region Name	Mobile
Tom Huf	1	Mallee Murray	0408 321 877
Stephen Field	2	Western Country	0417 342 332
Campbell Waring	3	Central Highlands	0427 839 548
Julie Allan	4	Barwon	0409 018 096
Ben DeAraugo	5	Northern Rivers	0408 562 704
Rhys Miller	6	North East Country	0407 922 414
Rob Wood	7	Gippsland	0408 820 582
Jason Mathers	8	South East Country	0413 888 398
Duncan Harrison	9	West Metro	0428 382 349
Daniel Trevillian	10	North West Metro	0438 650 704
David Hall	11	Northern Metro	0413 840 047
Paul Gilchrist	12	Inner South East Metro	0408 739 867
Shane Koop	13	Inner East Metro	0413 840 049
Di Day	14	Outer East Metro	0427 314 389
Stuart Clark	15	South East Bayside Metro	0409 025 232
Adrian Jones	16	Southern Metro	0433 574 865

Email addresses: First letter of first name, last name @cricketvictoria.com.au e.g.
ajones@cricketvictoria.com.au

FORMAT

Entering into its tenth season, the Cricket Victoria Regional Big Bash (Formerly Cricket Victoria State-wide T20 Cup) will again provide an exciting opportunity for grassroots cricket clubs from across Victoria to participate in a knockout T20 competition culminating in a State Final to determine the winner of the 2015-16 Cricket Victoria Regional Big Bash.

Each of the 16 cricket regions in Victoria will provide one club to be their region's representative in the Cricket Victoria Regional Big Bash. The 16 regions will be split into two conferences, Melbourne Renegades (West) & Melbourne Stars (East)

The format of the competition is as follows:

Melbourne Renegades Conference Quarter Finals

Qtr. Final 1	Mallee Murray (Region 1)	V	West Country (Region 2)
Qtr. Final 2	Central Highlands (Region 3)	V	Northern Rivers (Region 5)
Qtr. Final 3	Barwon (Region 4)	V	West Metro (Region 9)
Qtr. Final 4	North West Metro (Region 10)	V	North Metro (Region 11)

Melbourne Renegades Conference Semi Finals

Semi Final 1	Winner Qtr. Final 1	V	Winner Qtr. Final 2
Semi Final 2	Winner Qtr. Final 3	V	Winner Qtr. Final 4

Melbourne Renegades Conference Final

Final	Winner Semi Final 1	V	Winner Semi Final 2
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Melbourne Stars Conference Quarter Finals

Qtr. Final 1	North East Country (Region 6)	V	Outer East Metro (Region 14)
Qtr. Final 2	Inner South East Metro (Region 12)	V	Inner East Metro (Region 13)
Qtr. Final 3	South East Country (Region 8)	V	South East Bayside (Region 15)
Qtr. Final 4	Gippsland (Region 7)	V	South Metro (Region 16)

Melbourne Stars Conference Semi Finals

Semi Final 1	Winner Qtr. Final 1	V	Winner Qtr. Final 2
Semi Final 2	Winner Qtr. Final 3	V	Winner Qtr. Final 4

Melbourne Stars Conference Final

Final	Winner Semi Final 1	V	Winner Semi Final 2
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Cricket Victoria Regional Big Bash Final

Final	Winner Melbourne Renegades Conference	V	Winner Melbourne Stars Conference
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DATES

Conference Quarter Final, Semi Final & Final Matches are to be played on a date agreed between the two competing clubs.

If an agreed date and venue cannot be arranged by the two competing clubs a date will be organised by the Cricket Victoria Regional Big Bash committee.

Preliminary matches are to be completed by the following dates:

Quarter Finals:	Completed by Sunday December 20, 2015
Semi Final:	Completed by Tuesday January 26, 2016
Conference Final:	Completed by Sunday February 7, 2016
CV Regional Big Bash Final:	Thursday February 25, 2016

TRAVEL ASSISTANCE

Teams that are required to travel to Cricket Victoria Regional Big Bash matches with a round trip commute greater than 200 kilometres (as determined by google maps), will receive a means tested travel assistance payment.

The means tested travel assistance is calculated at 66 cents per kilometre travelled, i.e. for a 200 kilometre round trip: $200 \times 0.66 = \$132$

Cricket Victoria requests that clubs and individuals source the most appropriate form of transport if the commute is greater than 200 kilometres, e.g. mini bus.

Teams that are eligible to make a travel assistance claim are required to liaise with the Cricket Victoria Regional Big Bash administrator Stuart Wilson prior to travel occurring.

A travel assistance form will be required to be completed, it can be accessed by [clicking here.](#)

VENUES

Where possible, matches in the Cricket Victoria Regional Big Bash are to be played at the home ground of one of the two competing clubs. Preference will be given to clubs with turf wickets.

FINAL

The final of the Cricket Victoria Regional Big Bash will be played on Thursday February 25, 2016 at the Melbourne Cricket Ground*

*Awaiting final confirmation. Competing clubs will be provided with logistical information in the lead up to the final.

PLAYER QUALIFICATION

All players participating in the Cricket Victoria Regional Big Bash must:

- Be a registered financial member of the club they are representing in the season of the competition, and have played a minimum of 2 matches in the current or previous season for their club.

Players participating in the Cricket Victoria Regional Big Bash final must have played at least one match in the conference rounds (Qtr. Final, Semi Final, Final).

MATCH BALLS

Cricket Victoria will supply two white balls for each official conference match (Qtr. Final, Semi Final, Conference Final) and Cricket Victoria Regional Big Bash Final. This does not include any preliminary matches.

EQUIPMENT

The host club is required to supply stumps, bails, boundary markers and scoreboard. Each team is responsible for their own playing equipment.

UNIFORM

Competing clubs will wear their regular cricket uniforms. This can include coloured clothing, provided all players are wearing the same style of uniform. These uniforms including sponsors brand marks must be in line with the competing clubs home association uniform guidelines.

UMPIRES

Each match will have two appointed umpires. The respective associations of the competing club's will have the opportunity to allocate an umpire for each round of the Cricket Victoria Regional Big Bash.

If the association is unable to provide an umpire, another association within the region will have the opportunity to appoint an umpire.

If the region is unable to provide an umpire, the tournament committee must be notified in advance and will appoint an umpire. Preference will be given to CA accredited umpires.

Umpires for the final shall be appointed by the tournament committee.

Umpires' fees shall be fixed at \$75 per umpire, per match, paid by Cricket Victoria.

Associations are requested to pay the umpire at the time of the match and then invoice Cricket Victoria for reimbursement.

SCORERS

Each team will need to provide a scorer. Clubs are to supply their own scorebooks.

MATCH REPORTS

The winning team is required to enter the match result into MyCricket within 24 hours of the match.

Each team is responsible for entering their own scorecard into MyCricket.

Results will be available at vmcu.vic.cricket.com.au and vccl.vic.cricket.com.au & by searching for Cricket Victoria Regional Big Bash in MyCricket

AWARDS & PRIZE MONEY

The following awards will be presented at the conclusion of the final of the Cricket Victoria Regional Big Bash:

- Winners medallions (x 13)
- Finalists medallions (x 13)
- Player of the Final
- Umpires medallions (x 2)
- Cricket Victoria Big Bash League Trophy

The following prize money will be awarded to competing clubs:

- \$200 for elimination at Conference Quarter Finals (8 teams)
- \$350 for elimination at Conference Semi Finals (4 teams)
- \$550 for elimination at Conference Final (2 teams)
- \$750 for Cricket Victoria Big Bash runners-up
- \$1150 & Trophy for Cricket Victoria Big Bash winners

TEAM NOMINATION

Each club is required to nominate and select their team via MyCricket at least 24 hours prior to each Cricket Victoria Regional Big Bash match.

A squad of 13 players maximum can be named, with a maximum of 11 players participating in any one match.

A captain and wicket keeper must be nominated for each match.

For MyCricket support contact Stuart Wilson at Cricket Victoria on 9653 1192 or swilson@cricketvictoria.com.au.

Alternatively please fill in the below form and return via email.

#	First Name	Surname	Captain / Wicketkeeper
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

RULES AND PLAYING CONDITIONS

1. PLAYING CONDITIONS

- 1.1 The Laws of Cricket (2000 Code 5th Edition 2013), as adopted by Cricket Victoria except as varied hereunder, shall apply.
- 1.2 The Tournament Committee shall deal with the management and operation of the event. The tournament committee shall hereafter be known as the Committee.

2. ELIGIBILITY OF PLAYERS

- 2.1. All participating players must be a registered financial member of the club they are representing in the season of the competition, and have played a minimum of 2 matches for that club in the current or previous season.
- 2.2. For the avoidance of doubt, any player who has played a match in the current season at 1st XI or 2nd XI level in either the Victorian Premier Cricket, the Victorian Sub-district Cricket Association or equivalent competitions in any Australian state will be ineligible to participate in the Cricket Victoria Regional Big Bash in a given season. Exceptional cases will be assessed by the Committee. If a club breaches this rule a penalty will be determined by the Committee.
- 2.3. Any player serving a suspension for their club at the time of a scheduled Cricket Victoria Regional Big Bash match will be deemed ineligible.
- 2.4. Players participating in the Cricket Victoria Regional Big Bash Final must have played at least one match in the previous conference rounds (quarter final, semi-final & final).

3. DURATION OF MATCH & NOMINATION OF TEAMS

- 3.1. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams shall be 11 per side as nominated by the Captain
- 3.2. Before the toss for innings the Captain shall nominate his players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing Captain.

4. HOURS OF PLAY AND INTERVALS

- 4.1. Hours of play are to be determined by the competing clubs.
- 4.2. Intervals
Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted.
- 4.3. If no play is possible, or any of the matches are a tie or no result, a 'bowl out' will take place (refer Rule 6 for details).

5. LENGTH OF INNINGS

5.1. Uninterrupted matches
Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

5.2 Delayed or Interrupted Matches

(a) Minimum Overs

In the event of a delayed or interrupted match a minimum number of 5 overs per side shall constitute at match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.

(b) Reduction of Overs

If the first side's innings is delayed or interrupted the umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs the match shall be abandoned and rescheduled.

(c) Teams receiving equal overs

When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The result will be a tie, irrespective of wickets lost, if the same number of runs have been scored.

(d) Team batting second receiving less overs than team batting first

Where there is a reduction of overs so the team batting first faces a minimum of five (5) overs and the number of overs in the second innings is reduced to less than five (5) and both captains agree a win is not possible, the match shall be declared a "no result" and rescheduled.

(e) Target Score

i. In a Match where an interruption to the innings of the team batting second occurs, a Target Score, relevant to the allowable overs shall be determined. To win the match, the team batting second must achieve the Target score.

ii. The Target Score is calculated from the run rate per over of the team batting first:

Calculations:

$$\text{Run rate team batting first} = \frac{\text{Number of runs}}{\text{Overs faced}}$$

$$\begin{aligned} \text{Target score} &= \text{number of overs available to the team batting second multiplied} \\ &\text{by} \\ &\text{run rate of team batting first} + 1 \text{ (rounded up to the nearest} \\ &\text{whole number)} \end{aligned}$$

iii. Should the team batting first be dismissed in less than 20 overs the remainder shall be deemed to have been received, i.e. the Target Score shall be calculated using 20 overs.

iv. Where the recalculated overs for the team batting second are fewer than 5 completed overs the Target Score shall be calculated on a minimum of 5 overs.

v. The result shall be a "no result" if the batting team does not achieve the Target Score nor the bowling team dismiss the batting team if the recalculated overs is less than 5.

6. THE RESULT

6.1. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie, is equal runs, irrespective of wickets lost, refer 6.2.

6.2. Bowl-Out

In the event of a tie or no result, if circumstances (outdoors or indoors) permit (Umpires shall decide) a 'bowl-out' will be contested to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on.

The side which bowls down the wicket (as defined in Law 28.1) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. If circumstances make a 'bowl-out' impossible the match shall be decided by the toss of a coin under the supervision of the Umpires.

The following shall also apply in respect of 'bowl-outs':

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.

If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team, i.e. if a wicket is achieved, it will not count.

If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 nominated players. If the match has not started, the five cricketers to take part in the 'bowl-out' can be any five eligible, registered players from that club.

Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

6.3. Inner Field Area Restriction

6.3.1. Area of Restriction

The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.

6.3.2. Semi-Circles and Line Measurements

The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.

6.3.3. Marking of Area Limits

The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30 in number and be fixed in place approximately 7 metres apart with one disc at each extremity of the bases of the semi-circles.

6.4. Restrictions on the Placement of Fieldsmen

(a) At the instant of delivery there shall not be more than five fieldsmen on the leg side.

(b) For the first six overs (1-6) of each innings, only two fieldsmen are allowed to field outside of the field restriction circle, for the next 14 overs (7-20), only five fieldsmen are allowed to field outside of the field restriction circle.

(c) For the team batting first, in an interrupted match, the field restrictions will apply as follows:

Total overs in an innings	Total overs for which restrictions above apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

(d) For the team batting second, when the number of overs is reduced, where possible the restrictions

determined in 6.4(c) are to be maintained for the same proportion of the innings of the side batting

second as for the innings of the side batting first (fractions to be ignored)

In the event of an infringement, either umpire shall call and signal No Ball.

7. BOWLING

7.1. Overs are to be bowled in 5-over blocks alternating between ends, ie. overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.

7.2. At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batsmen remain at the same end.

Please note: both rules 7.1 & 7.2 above will not apply to the competition final, which will be played under standard cricket conditions and change of ends after each completed over.

7.3 Each bowler will be restricted to a maximum of 4 overs per innings. Umpires will make appropriate adjustments for matches of reduced overs, based on the following table.

Length of Innings

Overs	Restriction
20	Maximum of 4 overs per bowler
19	Four bowlers can bowl 4 overs each. one bowler bowls 3 overs
18	Three bowlers can bowl 4 overs. two bowlers bowl 3 overs

17	Two bowlers can bowl 4 overs. three bowlers bowl 3 overs
16	One bowler can bowl 4 overs. four bowlers bowl 3 overs
15	Maximum of 3 overs per bowler
14	Four bowlers can bowl 3 overs each. one bowler bowls 2 overs
13	Three bowlers can bowl 3 overs each. two bowlers bowls 2 overs
12	Two bowlers can bowl 3 overs each. three bowlers bowls 2 overs
11	One bowler can bowl 3 overs each. four bowlers bowls 2 overs
10	Maximum of 2 overs per bowler
9	Four bowlers can bowl 2 overs each. one bowlers bowls 1 over
8	Three bowlers can bowl 2 overs each. two bowlers bowls 1 over
7	Two bowlers can bowl 2 overs each. three bowlers bowls 1 over
6	One bowler can bowl 2 overs each. four bowlers bowls 1 over
5	Maximum of 1 over per bowler

8. DECLARATIONS

- 8.1. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

9. FREE HIT AFTER A FOOT FAULT NO BALL

- 9.1. The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman 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 batsman is facing it.
- 9.2. For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 9.3. Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.

10. LAW 31 – TIMED OUT

- 10.1. Law 31 will apply. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

11. THE BALL

- 11.1. One new 4 piece white Platypus ball shall be used for each innings.

12. INVESTIGATIONS, DISPUTES/PROTESTS, CONTRIVED RESULTS, APPEALS

12.1 Committee Investigations

12.1.1 The Committee shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, matches.

12.1.2 If a member of the Committee is a representative of a Club involved in an investigation, he/she shall cease to act on the Committee for the duration of the investigation.

12.2 Disputes/Protests

12.2.1 Any Club referring a dispute to the Committee shall, within two days after the completion of the match in which the cause of disagreement has occurred, lodge a statement in writing of the matter in dispute, and shall also within the same time lodge a copy of such statement with the Secretary/Administration Manager of the other affected Club.

12.3 Contrived Results

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

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

- (a) fine a club, captain or player;
- (b) suspend a club, captain or player from playing in any match or matches;
- (c) take any action it deems appropriate.

13. CONDUCT: CLUB PLAYER OFFICIALS MEMBERS AND EMPLOYEES

13.1 Serious Misbehaviour and Bringing the Game into Disrepute

13.1.1 Umpires Lodge Reports of Misbehaviour

An Umpire may lodge a report with the Committee of any member, official, employee or player of any Member or Club who engages in misbehaviour or bringing the game of cricket into disrepute.

13.1.2 Notification of Report

Where an Umpire intends to lodge a report to the Committee that Umpire shall notify the person concerned or the Captain or official of the person's Club and the Club Cricket Manager within 48 hours of the cessation of play on the day on which the misbehaviour or bringing the game of cricket into disrepute occurs.

13.1.3 Club to Attend Umpires

For the purpose of ascertaining whether there are to be any persons reported, irrespective of any earlier notification, the Captain or a representative or an

official of all Clubs shall attend and wait on the Umpires after the close of each day's play.

13.1.4 No Person Available for Notification of Report

Where a reported person is not available for notification that an Umpire intends to lodge a report or the Captain or representative or official of a Club does not attend as required by these Rules, an Umpire shall be deemed to have fulfilled his or her responsibility with the notification of the report under these Rules.

13.1.5 Lodgement of Report

Within 48 hours of the conclusion of the match from which a report arises the Umpire shall lodge with the Committee a report on the appropriate form showing the reported person's name and Club and detailing the nature of the misbehaviour or bringing the game of cricket into disrepute.

13.1.6 Association Lays Charge of Misbehaviour, Notifies Person and Club of Charge and Sets Time of Hearing of Charge Upon receipt of a report lodged by an Umpire the Committee shall refer the charge back to the club's affiliated association and:

- (a) cause the Association to lay a charge against the reported person for misbehaviour or bringing the game of cricket into disrepute;
- (b) cause the reported person and the Club of the reported person to be notified that a charge has been laid against the reported person;

The charge shall be heard at the earliest practicable time as determined by the association.

ROLES & RESPONSIBILITIES

ROLE	RESPONSIBILITY
PRE COMPETITION	
Competition Manual	Cricket Victoria
Web site updates	Cricket Victoria, VCCL, VMCU
Selection of participating clubs RCMs)	Region reps (VMCU, VCCL & CV
CONFERENCE QUARTER FINALS, SEMI FINALS & FINAL	
Confirming match date & venue	Participating club / Region RCM
Match Balls	Cricket Victoria
Team Selection	Clubs via MyCricket
Umpires	Participating clubs association
Equipment (stumps, bails, scoreboard, gear)	Host Club
Ground set up (including ground markings)	Host Club
Scorers	Clubs
Catering	Host Club
Submitting results	Winning team via MyCricket
Match scores on web site	Cricket Victoria
CRICKET VICTORIA REGIONAL BIG BASH FINAL	
Confirming match date & venue	Cricket Victoria
Match Balls	Cricket Victoria
Umpires Selection	Committee
Match Referee	Cricket Victoria
Equipment (stumps, bails, scoreboard)	Cricket Victoria
Equipment (gear)	Clubs
MC / Entertainment	Cricket Victoria
Catering	Cricket Victoria
Man of Match Award	Umpires
Match scores on web site	Cricket Victoria
Promotion	Cricket Victoria
Photographer	Cricket Victoria
Awards & Prize Money	Cricket Victoria