THIS DOCUMENT IS PART 8.4 OF THE MWCA HANDBOOK 2026-27

Match Day Operations Policy
Expectations and Responsibilities

Updated 12-SEP-2026
for Season 2026/27

1. Home Team 3
2. Pitch Surfaces 3
3. Match Balls 3
4. Match Day Responsibilities – Team Responsibilities 3
5. Match Day Responsibilities – Team Captains 4
6. Team Lists 4
7. Sight Screens 4
8. Ground Condition Game Day Checklist 5
9. Swapping of pitches 5
10. Wet Weather and Ground Closures / Venue Transfers 5
11. Wet Weather and Start and Cessation of Play 5
12. Wet Weather and Umpire Communications 6
13. Umpiring Matters 6
14. Scoring / Advice of Match Results 7
15. Scorebooks 7
16. Match Results 8
17. Determining a Winner via The Run Rate Method 8
18. Code of Conduct 9
19. Forfeiting of Matches 9
20. Abandonment of Matches 9

APPENDIX 1– 11

ADDITIONAL AND / OR REPLACMENT MATCH DAY OPERTIONS POLICIES FOR FINALS SERIES MATCHES .. 11

Reserve Day - One Day Grade Finals 11

Loss of Playing Time - Extension of Hours of Play for Two Day Matches 11

Finals - Twenty20 Competition 12

Super Overs – Twenty20 Competition Finals Matches Only 12

APPENDIX 2 13
MEDICALLY UNFIT PLAYER - SUBSTITUTION POLICY 13
Approved by MWCA Delegates 24 August 2023 13
1. APPLICATION 13
2. INTRODUCTION 13
3. PROCESS 13
4. OBJECTIVE 14
Appendix 3 16
Manly Warringah Cricket Association - Extreme Heat Policy 16
Appendix D - Record of Amendments to the MWCA 2023- 24 Match Day Operations Policy 18

1. Home Team

The "home" team is defined as the first mentioned side on the draw in "Play HQ."

2. Pitch Surfaces

All competitions will be played on 20.12m synthetic, or turf pitches, measured from stump to stump.

3. Match Balls

1. A new ball will be used at the start of each innings.
2. All balls used in all matches shall comply with Law of Cricket 5.1, specifically:
   a) Shall weigh between 155.9 grams and 163 grams.
   b) Shall measure between 22.4cm and 22.9cm in circumference.
3. All balls used in Two day Matches and One Day Matches are to be red (or pink for special events such as Pink Stumps Day) in colour and shall be two-piece, or four-piece for Turf Matches.
4. All balls used in Twenty20 Matches are to be white in colour and shall be two-piece, or four-piece for Turf Matches.
5. The Association's preferred ball for use in all matches is the Kookaburra **"Club Match", "Senator",** "Tuf Pitch", "Red King", "Crown" or "Colt". This ball may be used at any time without objection from opposing teams.
6. A ball, which is not a **"Club Match", "Senator",** "Tuf Pitch", "Red King", "Crown" or "Colt". ball (see 5. above), may be used if the following criteria are met:
   a) The ball is a Kookaburra ball.
   b) The ball complies with the requirements of 2(a) and 2(b) and 3; and
   c) the opposing captain consents to its use.
7. For games on turf pitches, if a ball becomes lost or unfit for play a two-piece ball can be used only if no suitable four-piece ball is available.

4. Match Day Responsibilities – Team Responsibilities

1. Home Team

A. Match Ball

The home team will supply cricket balls for the innings in which they are in the field.

B. Match Kit

The home team will have at the ground a cricket kit which will have at least the following

a) Three stumps and two bails**.** The use of steel tipped stumps is considered dangerous. These should only be used as an extreme last resort. Preference should always be given to the use of turf stumps for matches played on full length synthetic pitches.
b) Boundary marker – twenty cones
c) A means of scoring the game – Scorebook and / or PlayHQ live recording facility.

C. Ground Preparation

a) Boundary Markers

i. The home team will supply the boundary markers or cones. The minimum number each team should have available is 20.
ii. The home team is responsible for placement of boundary markers or cones, which, it is recommended, should take place before the toss.
iii. All matches will have maximum boundary size of sixty (60) metres.

b) Stumps

The home team must supply three stumps and two bails to the umpires.

c) Creases

The home team will be responsible for the venue preparation ensuring crease markings are adequate.

2. Visiting Team

A. Match Ball

The visiting team will supply cricket balls for the innings in which they are in the field. See 3. Match Ball above.

B . Match Kit

The visiting team will have at the ground a cricket kit which will have at least the following:

a) Three stumps and two bails. The use of steel tipped stumps is considered dangerous. These

should only be used as an extreme last resort. Preference should always be given to the use of turf stumps for matches played on full length synthetic pitches.

b) Boundary marker cones - The visiting team will supply boundary markers or cones. The minimum number each team should have available is twenty (20). The home team is responsible for placement of boundary markers or cones, which, it is recommended, should take place before the toss.

c) A means of scoring the game – Scorebook and / or PlayHQ live recording facility. If the Home Team wishes to record the match on PlayHQ by Live Scoring the visiting team must record the match in a Scorebook

5. Match Day Responsibilities – Team Captains

1. **Spirit of the Game**
   The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.
2. **Inclement weather**
   The Home team captain is to contact the appointed umpire in the event that the captains agree that a match not commence due to inclement weather and ground conditions.
3. Each team is to complete the Ground Conditions Game Day Check List prior to the commencement of play.
4. **The Toss**
   Each captain is to be ready to exchange team sheets and undertake the toss at a time agreed with the umpire and/or other captain (at a time between 15 and 30 minutes before the scheduled start of play**)**. If a team captain, or his substitute (who must be a nominated player of the team on the day of play, is not ready to exchange team sheets 10 mins before the start of play that team will be deemed to have lost the toss.

   Player Umpires

   a) The batting team captain shall appoint competent player umpires to officiate. The batting team captain is to ensure that those appointed comply with the requirements for criteria for player umpires see below at 13. Umpiring Matters below
   b) Captains are responsible for resolving, with the opposition team captain, any Player Umpire related issues that arise. The captain of the fielding team has the right to ask for a non-official umpire immediately upon request

5. **Scorers**
   Captains are to satisfy themselves that those that undertake scoring are competent to do so.

6. Team Lists

1. Before the toss for innings, the captain shall nominate their players who may not thereafter be changed without the consent of the opposing Captain.
2. In Two Day matches, captains may nominate up to 14 players on the team sheet – see Two Day Matches - Playing Condition 1.3 for details.
3. In One Day matches, captains may nominate up to 13 players on the team sheet – see One Day Matches Playing Condition 1.3 for details.
4. Details of the replacement players consistent with the "1.3 Nomination and Replacement of Players" provisions in the relevant Playing Conditions must be provided on the team sheet and notified to the opposing captain and umpire prior to the toss.
5. it is the captain's responsibility to inform himself, and the umpire or opposing captain of overs already bowled that day by an under aged medium or fast paced bowler.
6. If a player will need to leave the field for what they consider to be a "wholly acceptable reason(s)", the captain MUST advise the reasons to the Umpire and other captain before play begins.

7. Sight Screens

1. In matches where sight screens are available for use, it shall be the responsibility of the batting team to provide persons to move sight screens as required by the batter.
2. In the event that this does not occur, the umpires shall require play to continue without the sightscreen being moved.
3.

8. Ground Condition Game Day Checklist

1. All team captains are required to complete a "Game Day Game Checklist" prior to the commencement of any match *or any day's play*. This will require a minimum two (2) to be completed per match, per day.
2. Each checklist is to be countersigned by the opposing team captain at the exchange of team sheets and prior to commencing play on any other day where team sheets are not exchanged.
3. Captains are to forward completed Game Day Checklists with accompanying team sheets to their relevant club officials for record keeping at the earliest practical time.
4. Official umpires are also to be notified of any "Action required" on the Game Day Checklist. *This can be completed online on the JTL Insurance App.*
5. The completion of a Game Day Checklist is a mandatory requirement of our insurance coverage. Any persons or entities who participate in any match without the completion of a Game Day Checklist do so entirely at their own risk.

   Samples of the Game Day Checklist with accompanying information and guidelines will be provided to clubs by the MWCA Secretary.

9. Swapping of pitches

1. Where a ground closure occurs due to wet weather these matches may be transferred *with the approval of a member of the MWCA Executive* to another ground where such a facility is available. Neither team has no right of refusal to the match being transferred to a ground determined by the MWCA Executive member.

10. Wet Weather and Ground Closures / Venue Transfers

1. The Association does not cancel or postpone matches for any reason other than ground closure by councils.

2. **In the case of ground closures by councils**, the MWCA Secretary shall endeavour to contact each club to notify what matches shall not proceed for that particular day.

3. **Where there is no ground closure**, captains have the discretion to agree that a game not proceed due to inclement weather or ground conditions. Any such agreement should be made, and conveyed to appointed umpire, prior to 12 noon on the day of play.

4. **Otherwise**, teams are expected to be present at the ground prior to the scheduled starting time.

11. Wet Weather and Start and Cessation of Play

1. Where an umpire(s) has been appointed, any decision about the commencement, recommencement, suspension or cessation of play due inclement weather or related ground conditions, should be made by the umpire(s).

2. In the absence of an official umpire (or umpires), and in the event of inclement weather or related ground conditions delaying the commencement or recommencement of play, both captains must agree to commence, or recommence, play.

3. In the absence of an official umpire (or umpires), where play has commenced, and where inclement weather or related ground conditions is of concern to either, or both captains, both captains must agree to leave the field.

4. Any two-day match completely washed out on the first day shall be played as a one-day limited overs match under the One Day Playing Conditions. This does not apply to finals matches.

5. In the event of fifteen (15) overs or less having been completed on the first day of a scheduled two-day match, the match may be recommenced on the second day and played under the one-day match Playing Conditions, but only if both captains agree. Should the captains not agree, the state of proceedings shall continue at the recommencement of play on day two. This does not apply to finals matches.

6. For Finals series matches -see F2, F3 and F4 of Appendix A.

Lightning

1. In the event of lightning, the umpires/captains are to apply the 30/30 rule, namely: –
   a) If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately.
   b) All players and umpires must leave the field until thirty (30 minutes) after the last lightning flash.
   c) Further, it is recommended that:
   d) shelter not be sought under trees, persons should not lie on the ground, and
      i. contact with plumbing should be avoided, and
      ii. players with spiked footwear should remove such footwear.

Note, this rule is a compulsory requirement of Cricket NSW and our insurance provider. Any clubs, teams or persons who act outside of these requirements do so entirely at their own risk.

12. Wet Weather and Umpire Communications

1. It is not the responsibility of the appointed umpires in any match to have to make phone calls to establish if a match venue is open or closed in wet weather. This responsibility lies solely with the home team, after agreement has been reached with the visiting team that the match not proceed.
2. Communications to the appointed umpires to advise of a venue closure or venue transfer shall only be via a person-to-person phone call. Text messages, emails, or leaving a voicemail are **NOT** sufficient. If a home team fails to advise the match officials of a ground closure causing those umpires to unnecessarily travel to the venue, then MWCA is obligated to pay the umpires a match payment. In such cases MWCA may in its absolute discretion seek compensation for those umpire payments from the Club that failed in its duties under this policy.
3. All team captains will be provided with access to an umpire contact list that shall be used to call the match officials where a ground closure or ground transfer has to be advised to the umpires.
4. The names of appointed umpires for each match are listed on the "My Cricket" platform on the match scorecard page.

13. Umpiring Matters

1. **Appointments** – MWCA will appoint umpires to officiate at MWCA matches.

1. Where MWCA appoints one official umpire, that umpires will umpire the <u>entire</u> match from the non-striker's end, with the batting side to provide the striker's end umpire.
2. In such cases, the strikers end umpire will comply with the "**Player Umpire"** requirements which include:
   a. At all times, acting in a manner consistent with being an impartial member of the umpiring "team" on the field.
   b. Not interacting with the players except in their capacity as an umpire. This includes not speaking to the batters during or at the end of an over. An exception to this is that it is acceptable for the batting end umpire to hold a drink for the batters and to provide the batters with drinks, subject to the following provisions:
      i. Drinks can be provided to the batters only with the expressed approval of the appointed umpire, or in the absence of an official umpire, the expressed approval of the fielding captain.
      ii. The taking of drinks does not delay play.
      iii. The umpire will not converse with the batters, during the taking of drinks.
   c. Being attired in a shirt, shorts or long pants and shoes and in such a way as to differentiate themselves from other players on the field. In addition, an orange or yellow jacket is recommended.
   d. Paying attention to the play and providing assistance as required by the official umpire.
   e. Making decision solely on the play they have observed and will do so in a completely impartial manner.
   f. Taking on to the field a method for counting the balls in an over.
   g. Not taking a mobile phone on to the field.

2. Accredited Umpires

1. With the approval of the opposition captain, a team may use an *accredited umpire*, who is not involved in playing in the match, to umpire the <u>entire</u> match from the non-striker's end with the batting side to provide the striker's end umpire, who will meet the "Player Umpire Requirements."

2. If both teams provide *accredited umpires*, they shall share the <u>entire</u> match, if approved by both captains.

3. An "accredited umpire" is an umpire who is in possession of an approved umpiring qualification, such as membership of the NSW Cricket Umpires and Scorers Association (or equivalent), or has passed a Manly Warringah Cricket Association umpires' course (or equivalent).

3. **Otherwise**,

1. where no umpires are available via 13.1. and 13.2., the batting side shall provide two competent umpires throughout the duration of its innings.

2. Whenever the batting side provides umpires, those umpire(s) will comply with the "Player Umpire" requirements in 13.1 above.

3. The fielding captain and team will treat those umpires with the respect expected to be given to official umpires.

4. **Player Umpires Issues -**: Any difficulties arising from the provision of Player Umpires are to be considered and addressed by agreement between the team captains.

5. **Umpires Fees – Play Abandoned due to Wet weather**

In the event of play being abandoned prior to 1.00pm due to inclement weather or related ground conditions, each official umpire in attendance shall be paid a $20 attendance fee. Where play is abandoned prior to 3.30pm (without any play during the day), each official umpire in attendance shall be paid an attendance fee equivalent to 50% of the fee due for that day. Where play is abandoned after 3.30pm (without any play during the day), each official umpire in attendance shall be paid the full day's fee. Where any play occurs during the day, the full umpires' fee is payable

In the event of no play due to a team forfeiting, the forfeiting team shall pay the full schedule of fees due.

14. Scoring / Advice of Match Results

1. Each team must provide a competent scorer for every match.

2. At least one team should use a cricket scorebook. Any team scoring on the PlayHQ website should also have access to their own scorebook to use in the event of technical failure and are encouraged to invest in a battery backup pack.

3. Where the two sides cannot agree on who will score live and who will use a scorebook, the person scoring for the home side shall have the choice of scoring methods.

4. In the event that one side does not have dedicated competent scorer available at the ground it is the Batting Team's responsibility to ensure that the match is scored competently.

5. Scorers are solely responsible for ensure both scorebooks match and not umpires. If both scorers can't confirm the final score within the ten (10) minute innings break or end of match, the umpire (or captains) will take the lowest bowling total score.

15. Scorebooks

1. The Association's preferred scorebook is the "CSW" scorebook as endorsed by the NSW Districts' Cricket Association. Other comparable scorebooks may be used.

2. Scorebooks must be signed by appointed umpires:
   - at the close of an innings,
   - at the close of each day's play and
   - at the completion of the match.

3. To enable the umpire to carry out this duty, both score books must be available and together until the umpire has signed and returned the score books.

4. In the absence of appointed umpires, these duties MUST be performed by the captains. To

enable the captains to carry out this duty, both score books must be available and together until the captains have signed and returned the score books.

5. Results and detailed statistics are to be recorded in PlayHQ at the completion of each match according to the procedures set out in section 13 below.

16. Match Results

1. At the completion of each match, a correct and complete match result and detailed statistics are to be recorded in PlayHQ.

2. A complete and correct match result and detailed statistics shall be defined as:
   a. A complete team list;
   b. The full result of the match; and
   c. Complete analysis of batting, bowling and fielding performances.

3. In entering results and statistics, the following procedure is to be applied:
   a. Both teams are to enter their complete team list and full result of the match;
   b. This is to be done by 11.59pm on the Tuesday following the completion of the match.
   c. Both teams are to have entered the complete analysis of batting, bowling and fielding performances within the above timeframe following the completion of the match.

4. **There is an Exception for FINAL ROUND MATCHES -** All results and match details are to be submitted by both teams by 11.59pm on the Monday following the completion of the final match of the preliminary season.

5. In the situation where a match is washed out with no result reached, the result is to be recorded as “match drawn”, not “match abandoned”.

6. Teams that win or lose matches through forfeit or abandonment will continue to be required to enter details in PlayHQ according to this procedure.

7. Any team that fails to enter or confirm match results or enter detailed statistics prior to the deadlines detailed in paragraph 6.18.3 and its sub-paragraphs will lose two (2) competition points per match, per week until the full requirements of paragraph 6.18.3 and its sub-paragraphs are met. To avoid the loss of points the team or Club must attempt to make contact with the Web Master or another member of the MWCA Committee prior to the expiration of the deadline. This rule will be strictly applied. Discretion will only be exercised in relation to Round 1 of each competition.

8. The MWCA Secretary or a nominated delegate will act as Grade Recorder. Technical issue arising from the use of PlayHQ are to be directed to the Association Web Master.

9. All teams have until 31st January to inform the MWCA of any errors from match results entry from any matches prior to this date. After this date teams have until the Friday 6pm following the end of match to notify MWCA of any match entry errors.

10. All results will be finalised for matches following 31st January after the 6pm Friday cut off and no changes can be result for any match result errors. MWCA has the discretion to change any error in result submission after these deadlines.

17. Determining a Winner via The Run Rate Method

1. In a One Day match, if, for any reason, the team batting second is prevented from receiving its allotted number of overs, and providing that both sides have faced a minimum of twenty (20) overs, the winner shall be determined by simple run rate, calculated by dividing the number of runs scored by the number of overs faced, calculated to two (2) decimal places.

2. Should this calculation in above result in an equal result for both teams, the match shall be declared a tie.

3. However, if either team has not faced twenty (20) overs, the match shall be declared a draw, unless a result is achieved beforehand. For the purposes of this rule and the calculation of run-rate, a

team that is dismissed prior to receiving its full allotment of overs shall be deemed to have faced its full allotment of overs.

18. Code of Conduct

All players, coaches and team officials are bound by the MWCA Code of Conduct which is detailed in full in the MWCA Handbook. Umpires are encouraged to report to MWCA any behaviour that breaches the code. MWCA will then take appropriate action based on any received reports.

19. Forfeiting of Matches

1. Claims for forfeit:

a) must be lodged via email and in writing to the Association Secretary by 11.59pm on the Monday following the completion of the match.

b) will be investigated by the Association Secretary or a delegate.

2. Where a team wins a match by forfeit, it shall be awarded the maximum number of competition points scored by any one (1) team in the same grade in the round in which the forfeit took place. The team that has forfeited the match will be awarded zero (0) points for the match.

3. Where the forfeiting team fails to give 24 hours' notice to a club official or the captain of the opposing team, they will be deducted 1 competition point. A second offence of forfeiting without notice will attract a two (2) point deduction and $50 fine. A third offence will incur a five (5) point deduction and $100 fine. Failing to provide notice by 11am on game day represents an abandonment.

4. The committee retains a discretion to recognise rare and extenuating circumstances.

5. For the purposes of comp1.etition points, the team that forfeited the match will have a score of all out for zero (0) recorded for one innings of the match. The opposing side will not have any innings scored counted towards the calculation in paragraph 6.10.1. of the Competition Administration provisions in the MWCA Handbook.

6. In the event of forfeit, individual statistics recorded in the match will stand.

20. Abandonment of Matches

1. Where a team refuses or is unable to continue playing at any time after the commencement of a match, the opposing team may claim the match by abandonment. See also paragraph 19 for the definition of abandonment.

2. Claims for abandonment:

- must be lodged via email and in writing to the Association Secretary by 11.59pm on the Monday following the end of the match.
- will be investigate by Association Secretary or a delegate – but see para. Below "if the MWCA decides…"

3. Any club that is found to have abandoned a match shall be fined not less than $200.00. Any subsequent offences will incur a fine of $500.

4. Where a team wins a match by abandonment, it shall be awarded the maximum number of competition points available in the round in which the abandonment took place.

5. The team that has abandoned the match will lose two (2) competition points for the match, and 10 competition points for any subsequent offence.

6. For the purposes of competition points:
   - the team that abandoned the match will have a score of all out for zero (0) recorded for all innings of the match; and
   - the opposing side will not have any innings scores counted towards the calculation of competition points.

7. In the event of abandonment, individual statistics recorded in the match will stand.
   MWCA has the authority to investigate a match or the actions of the captains of the teams, or any player involved in a match, if it reasonably suspects that the competing teams with or without the assistance of any other person or club have colluded to contrive the result of a match, or if it suspects that a competing team has unreasonably declared or forfeited an innings in the match.

8. <u>If the MWCA decides to carry out an investigation</u>, 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 the opportunity to be heard to interested parties, including representatives of both teams involved.

9. After carrying out such an investigation, the MWCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
   a. was unfair and could have influenced the outcome of the match; or
   b. was unfair to any teams in the same competition; or
   c. was unfair, in the context of the Club Championship, to any of the clubs in the same competition.

10. The MWCA's powers include, but are not limited to, the power to –
    a. award a match to one team, or both teams jointly;
    b. deduct such competition points from, or award competition points to, either team in a match, as the MWCA in its absolute discretion thinks fit;
    c. fine, suspend or disqualify a player or club.

APPENDIX 1–

Manly Warringah Cricket Association Est. 1920 MWCA

ADDITIONAL AND / OR REPLACMENT MATCH DAY OPERTIONS POLICIES FOR FINALS SERIES MATCHES

Reserve Day - One Day Grade Finals

F1. One Day Match - A reserve day is available on Sunday for any washed out matches or incomplete semi-finals and grand finals in One Day Grades.
A match is "incomplete" if the team batting second in a One Day Match Semi-final or Final does not receive at least Twenty Overs in their innings, unless a result is achieved beforehand.

Loss of Playing Time - Extension of Hours of Play for Two Day Matches

F2. If any time is lost during normal playing hours of a final series game, play can continue to 6:30pm both Saturday and Sunday, subject to the umpire determining that the conditions of the ground, weather or light or other exceptional circumstances are not such that it is dangerous or unreasonable for play to take place.

F3. For two-day grade grand finals where 150 minutes, or more, minutes of play was lost on Saturday play

a) will commence on Sunday at 10:30am.
b) the playing hours will change to three (3) sessions as follows with a minimum of 100 overs of play.
   i. First session: 10:30am to 12:30pm
   ii. Lunch Break: 12:30pm to 1:00pm
   iii. Second session: 1:00pm to 3:00pm
   iv. Tea Break: 3:00pm to 3:30pm
   v. Third session: 3:30pm to close of play

F4. For two-day grade grand finals where less than 150 minutes of play was lost on Saturday the playing hours will be changed which meet the following criteria

a) The umpires will determine
   I. the start time, which will be based on the number of minutes of play lost on Saturday. For example, if 60 minutes play is lost on Saturday, play will commence 60 minutes earlier on Sunday.
   II. the number and length of sessions of play. In doing so the Umpire will ensure that
      - No session of play will be scheduled for longer than 150 minutes
      - If there are three sessions of play there is to be a lunch break of at least 10 minutes and a tea break of at least 10 minutes.
      - In any other session arrangements, there will be a tea break of at least 10 minutes.

Finals - Twenty20 Competition

Super Overs – Twenty20 Competition Finals Matches Only

TF1. This section shall apply only to finals matches in the Twenty20 competition. This section is not applicable to group matches or Twenty20 matches that form part of the President's Cup and One Day grades competition

TF2. In the event that scores are tied at the completion of a finals match, the match shall be decided by a Super Over.

TF3. The following procedure shall be adopted for the conduct of a Super Over:

a) The Super Over will take place on the scheduled day of the relevant match at a time agreed upon by both team captains. This time shall typically be five (5) minutes following the conclusion of the match.
b) The Super Over will take place on the pitch that was used for the match unless an alternative is agreed upon by both team captains.
c) Prior to the commencement of the Super Over, each teams elects three (3) batsmen and one (1) bowler. These nominated players are to be made clear to the opposing captain prior to the commencement of the Super Over.
d) The captain of the bowling side may elect which end the Super Over shall be bowled from. Each team may elect to bowl their Super Over from either end.
e) The fielding restrictions applicable to the last over of a normal match shall apply for the Super Over.
f) Captains will toss for the right to elect to bat or bowl first during the Super Over after nominating the batsmen and bowler to participate and prior to the commencement of the Super Over.
g) The same ball used on the final ball of each innings during the match is to be used by the respective teams in the Super Over. If this ball is unavailable due to being lost or becoming out of shape, a ball of similar age is to be used.
h) The loss of two (2) wickets in the Super Over will end that team's Super Over.
i) The team scoring the most runs in the Super Over will be declared the winner of the match. In the event that teams have the same score after the Super Over has been completed, there will be another Super Over and so on until a winner emerges.

TF4. In the event that a Super Over cannot be conducted on the scheduled day of the relevant match due to inclement weather or related ground conditions, the match shall be awarded to highest rank team from the group stages. If both teams are equal on points and NRR from group stages the winner is group match will proceed. If both teams didn't play in group stages or have a tie or draw the match will be awarded to the team with the most boundaries during the match. If no other eliminator possible the match will be decided by coin toss.

APPENDIX 2

MEDICALLY UNFIT PLAYER - SUBSTITUTION POLICY
Approved by MWCA Delegates 24 August 2023

1. APPLICATION

a) Two Day preliminary round matches; subject to the prior approval of the MWCA Executive;
b) One Day matches; subject to the prior approval of the MWCA Executive;
c) Finals Series matches; subject to the prior approval of the MWCA Executive;

2. INTRODUCTION

a) In the event that a player becomes medically unfit during a match, a replacement player may, subject to Part 3 below, be allowed for the remainder of the match.
b) In the event that a player:
   i. suffers a head trauma while play is in progress, or
   ii. the official umpire(s) suspect that a player may be concussed as a result of an incident while play was in progress, a replacement player is allowed for the remainder of the match.

3. PROCESS

A. In the event of a player becoming medically unfit during a match –
(a) A player who becomes medically unfit to play may be eligible to be replaced during the remainder of that match under this paragraph.

i. In the first instance, the captain of the team concerned should discuss the circumstances with the opposing captain and seek to reach agreement on a replacement player.

ii. If (a) i. is not possible or following (a) i. an agreement cannot be reached on the issue of a replacement player, the relevant Club Secretary may seek MWCA Executive approval to use a replacement player by furnishing to the MWCA Secretary written advice that:
1. a nominated player will be unable to play due to being medically unfit. The Club Secretary will provide supporting evidence (a medical certificate or other evidence that the MWCA Secretary accepts as relevant) by 5 p.m. Sydney Time Thursday prior to commencement of the next day's play. The medical evidence will be from a registered medical practitioner. While it is not necessary for the medical evidence to state the nature of the injury / illness, the medical evidence should include the medical practitioner's opinion as to whether the player is, in his/her professional opinion, unfit to play cricket on the next day of play.
2. the club proposes to replace that player with another player. The Club Secretary will name the proposed replacement player. In proposing the replacement player, the Club Secretary will take all reasonable steps to name a replacement player that is similar type of player to the player replaced.

iii. In considering whether the nominated replacement player is a similar type of player, the MWCA Executive may consider a range of factors, which among other relevant factors, may include:
1. the previous performances during the current and preceding season,
2. the normal level of cricket at which the replacement player is playing,

3. the status of the match which may permit other types of replacements. Examples of such occasions are –
   i. A batsman may be replaced by a bowler provided that the team will no longer bowl in the match;
   ii. A batsman may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the match;
   iii. A bowler may be replaced by a batsman provided that the team will no longer bat in the match or the bowler has been dismissed.

iv. The MWCA Executive may approve such applications with, or without, conditions being placed on the replacement player.

v. If the replacement is approved, the MWCA Secretary or other authorised member of the MWCA Executive, shall then inform the captain of the opposing team of the approval of a replacement player, and any conditions that were attached to the approval.

b) In the event of a head trauma occurs while play is in progress -
   I. The team captain or a club official shall seek the prior approval of the umpires, who shall not unreasonably refuse a request. The umpires need only be reasonably satisfied that a head trauma occurred while play was in progress in the match.
   II. The umpire(s) shall then inform the captain of the opposing team.

B. In both situations A. (a) and A. (b) above, the relevant club will take all reasonable steps to nominate a replacement player that is a similar type of player to the replaced player and who may immediately participate in the match as a complete replacement player for the Injured player.
C. The replacement player shall be considered the same player as the nominated player he/she replaced for the purposes of these Playing Conditions and the Laws of Cricket.
D. The replacement shall not bat in an innings in which the nominated player he/she is replacing has completed his/her innings.
E. Any unserved Penalty time, warnings or suspensions, that applied to the original nominated player will be inherited by his/her replacement.

4. OBJECTIVE

This policy should be read with a view to ensuring the following policy objective is met.
This objective of this policy is to:

a) Permit the replacement of a player who:
   i. has become medically unfit for play during a match to the extent that they can no longer take part in that match and/or
   ii. is suspected of suffering from head trauma incident, or a concussion incident, while play was in progress.

b) Ensure that the opposing team is not be unfairly disadvantaged by a team's choice of replacement player.

5. OTHER APPLICABLE LAWS OF CRICKET and MWCA PLAYING CONDITIONS

Nothing in this policy prevents the captain of the opposing team, at any time, agreeing to any request for a replacement player request from a team made under Law of Cricket Law 1.2 or MWCA Match Day Operations Policy 6 – "Team Lists".

6. DEFINITIONS -

"**During a match**" – is defined as the period which commences with the bowler commencing their run after the umpire has called "Play" in the first session on Day 1 of a match and concludes when the umpire calls "Time" at the conclusion of a match. This includes all times when the play was in progress

and all intervals in the match.

A "**Medically unfit"** player is a player who:

a) has an injury, or
b) has contracted a significant illness (e.g. COVID), or
c) is concussed

to the extent that they can no longer take part in that match, as determined by the MWCA Executive in relation to Part 3 A. a) or the Official Umpire in relation to 3. A. b).

"**Similar Type of Player**" – is defined as

a) A batter may be replaced by a batter provided that the replacement batter is of similar, or lesser, grading as the replaced player.

b) A bowler may be replaced by a bowler provided that the replacement batter is of similar, or lesser, grading as the replaced player.

"**While play was in progress**" - is defined as the period which commences with the bowler commencing their run after the umpire has called "Play" in the first session on Day 1 of a match and concludes when the umpire calls "Time" at the conclusion of a match. This includes all times when the play was in progress but does not include intervals in the match.

APPENDIX 3

Manly Warringah Cricket Association - Extreme Heat Policy

Scope:

The MWCA's Extreme Heat Policy applies to all Players, Player Support Personnel and Match Officials (collectively known as Participants) involved in any MWCA competition.

This Policy has been directly and fully adopted from the Sydney Cricket Association (SCA) Extreme Heat Policy which was finalised after consultation with Cricket Australia's Chief Medical Officer, together with SCA club officials and the NSWCUSA.

Introduction:
This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators.

It is recognised that MWCA matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

Application:
This Policy shall apply to all MWCA Cricket matches – refer to MWCA Playing Conditions 2.3 in all match formats.

1. Temperature Threshold
Where a temperature threshold is stated, the following measurements shall apply.

> **a) Air Temperature** is a measure of how hot or cold the air is. It is the most commonly measured weather parameter;
>
> **b) Feels Like Temperature**: The "Feels like" temperature is a measurement of how hot or cold it really feels like outside. The "Feels Like" temperature relies on environmental data including the ambient air temperature, relative humidity and wind speed to determine how weather conditions feel to bare skin. The "feels like" temperature may vary from the air temperature depending on the level of humidity and wind.

2. Smartphone App
The **BOM (Bureau of Meteorology) Weather App** is to be the official App for sourcing temperature data. The App displays the actual air temperature as well as the "feels like" temperature at a particular location. Smartphone location settings must be enabled. Alternative weather apps may be used if the BOM App's data appears to be inaccurate or not up to date.

3. Additional drinks intervals and extended intervals
Prior to the commencement of play, the umpires and captains shall conduct a heat safety briefing

> **a)** to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals; and
>
> **b)** to determine whether to extend the duration of lunch and/or afternoon tea intervals.

4A. Cessation, Assumption and Abandonment of Play Matches played on Grass ovals

a) **Cessation of Play:** In the event that either the Air temperature or the "Feels Like" temperature reaches or exceeds 42 degrees Celsius, the umpires shall cease play.

F.

b) Resumption of Play:

1. Except as provided for in 2. Immediately below, following a cessation of play under 4 (a) above, play shall only resume if the air temperature drops to, or below, 38 degrees Celsius within 1 hour after a cessation of play, otherwise, the day's play shall be abandoned.

c) Abandonment of Play:
i. The day's play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 4b above); or
ii. Notwithstanding 4 (c) (i) above, the umpires, in consultation with the captains, may abandon the day's play immediately following a cessation, if the BOM App's hourly forecast does not show a fall in temperature to 38 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day's play.

d) There shall be no discretion to allow a resumption of that day's play once play has been abandoned due to extreme heat.

4B. Cessation, Assumption and Abandonment of Play Matches played on Synthetic ovals

a) Cessation of Play: **In the event that either the Air temperature or the "Feels Like" temperature reaches or exceeds 34 degrees Celsius, the umpires shall cease play.**

b) Resumption of Play: **Following a cessation of play under 4 (a) above, play shall only resume if the air temperature drops to, or below, 34 degrees Celsius within 1 hour after a cessation of play, otherwise, the day's play shall be abandoned.**

c) Abandonment of Play:
i. **The day's play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 4b above); or**
ii. **Notwithstanding 4 (c) (i) above, the umpires, in consultation with the captains, may abandon the day's play immediately following a cessation, if the BOM App's hourly forecast does not show a fall in temperature to 34 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day's play.**

d) **There shall be no discretion to allow a resumption of that day's play once play has been abandoned due to extreme heat.**

5. Player Health and Welfare
Notwithstanding (4) above, the umpires shall have the sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, it would be dangerous to the health and welfare of any, or all, of the participants. To assist the umpires in exercising their discretion, they may –

a) take into account any apparent signs of heat stress being displayed by any of the participants.

b) refer to an air temperature thermometer, if properly installed in the shade at the match venue.

6. Review of Match Result
Where a club considers that the application of the Extreme Heat Policy has created an outcome that has disadvantaged its team, it may lodge a written submission to the MWCA Secretary requesting a review of the match result.

A submission shall only be made in consideration of the following –

a) where the match was drawn and a club considers its chances of a win on first innings were disadvantaged by the application of the Policy; or

b) where a club considers its chances of outright victory were disadvantaged by the application of the Policy, despite a result already being achieved on first innings.

Any club wishing the MWCA to adjudicate on any dispute in connection with the application of the Extreme Heat Policy, shall, within 1 working day after the completion of the match, forward to the MWCA a clear submission in writing (no more than one page in length) signed by the Secretary or other Office-Bearer of the club.

Consideration and adjudication of submissions will be carried out by the MWCA.

Powers of the MWCA
The MWCA's powers include, but are not limited to, the power to:
i. dismiss a submission that fails to address how the Extreme Heat Policy has created a disadvantage to a team as outlined in 6(a) and 6(b) above;
ii. deduct such competition points from, or award competition points to, either team in a match, as the MWCA in its absolute discretion thinks fit;

7. Advance Cancellation of an entire day's play
The MWCA has the power to cancel a day's play in the event that, on the day prior to scheduled play, the forecast temperature is 44 degrees or more.

8. Amendment to Playing Time
By monitoring 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, the MWCA Executive has the power to reschedule the start of play to 9.00am in any match, in order to maximise the opportunity for play during a cooler time of day.
The MWCA will seek to provide clubs with ample advance notice that an amendment to playing time may be imminent.
All participants in every match are to strive to maximise opportunities to play.

Appendix D - Record of Amendments to the MWCA 2023- 24 Match Day Operations Policy

Item	Action	Date	Approver	Synopsis of Action
MWCA Match Day Operations Policy 2023-24	Approved for Issue	11 September 2023	MWCA Committee	2023-24 Match Day Operations Approved
MWCA Match Day Operations Policy 2023-24	Approved for Amendment	6 December 2023	MWCA Executive	Inclusion of NSW Cricket Extreme Weather Policy
MWCA Match Day Operations Policy 2024-25	Approved for Amendment	12 September	MWCA Committee	2024-25 Match Day Operations Approved
MWCA Match Day Operations Policy 2025-26	Approved for Amendment	15 September	MWCA Committee	2025-26 Match Day Operations Approved
MWCA Match Day Operations Policy 2025-26	Approved for Amendment	12 September	MWCA Committee	2026-27 Match Day Operations Approved