



Canberra Southern Cross Club

KOOKABURRA
CUP 

2021 Tournament Booklet



cricketact.com.au/events/kookaburra-cup



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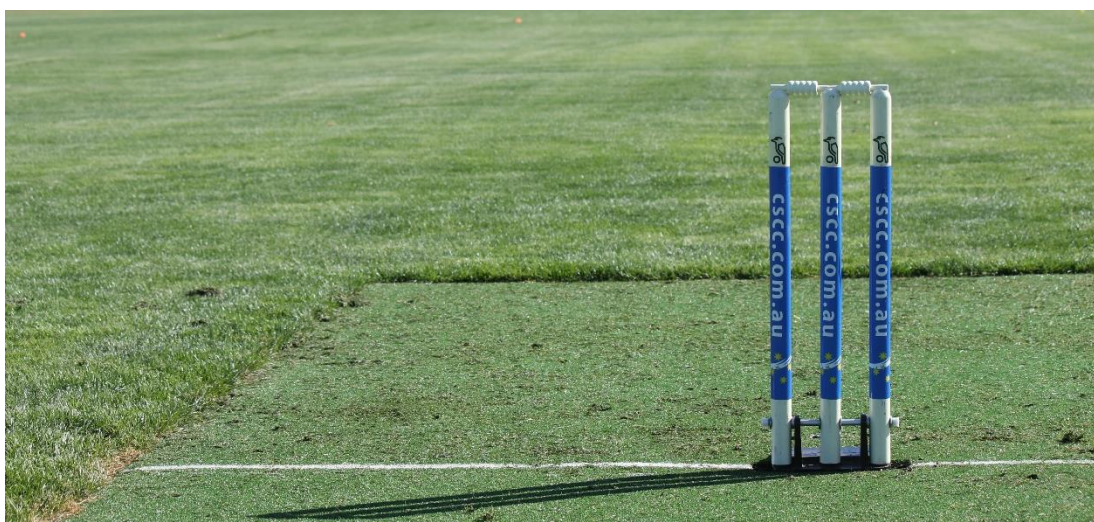
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OUR SPONSORS



Canberra Southern Cross Club

The Canberra Southern Cross Club is proud to be the naming rights partner of the Kookaburra Cup. We have four venues throughout Canberra providing great places to meet up with teammates, friends and family for a meal after the game.

Website: <https://www.csccl.com.au>

Locations: Woden, Tuggeranong, Jamison, Yarralumla



Kookaburra

A long-term partner of the tournament, Kookaburra provide high quality Cricket equipment around Australia. Their products can be found at various sporting equipment providers across Canberra.

Website: <http://www.kookaburra.biz/en-au/>



ISC

Providing high quality clothing for many professional sporting clubs, ISC also provide custom teamwear for local clubs across Australia. ISC are the official clothing provider of Cricket ACT.

Website: <https://www.iscsport.com>

ABOUT THE CANBERRA SOUTHERN CROSS CLUB KOOKABURRA CUP

A staple on the Canberra sporting calendar, the Canberra Southern Cross Club Kookaburra Cup is an annual pre-season tournament attracting players and teams from around the country. The mission of the Cup is to showcase Australia's number one sport - cricket, to kids and families. The festival vibe of the event has been designed to achieve the two primary goals of participation and enjoyment for all.

Played in the lead up to the summer of cricket for all junior cricketers, the Canberra Southern Cross Club Kookaburra Cup is fast becoming a staple of the kids' sporting calendar. In its twelve years of operation, the Canberra Southern Cross Club Kookaburra Cup has continued to grow, with each tournament attracting more than 500 participants playing more than 150 games over three action packed days.

The T20 tournament is held at multiple venues right across the ACT and is open to entries from both girls and boys. The teams have eight players per side, competing in either Cup, Plate or Shield divisions over the three-day tournament.

This tournament has featured prominent names in the cricket community including Australian World T20 leg spinner, Adam Zampa, Sydney Sixers captain, Nic Maddinson, and Brisbane Heat and Canberra alumni all-rounder, Jason Floros.

TOURNAMENT OATHS

Players –

On behalf of all the cricketers taking part in the tournament,, we promise to play our cricket in the spirit in which it was intended, for the good of the game. We pledge to support our teammates and opposition, respect the officials and be committed to fair play. We will uphold the Laws of Cricket, and play within them to the best of our abilities.

Umpires –

On behalf of all the umpires, we promise to officiate at the tournament in a totally objective manner. We will uphold the Laws of this great game, and encourage the players to uphold the unique Spirit of Cricket through unwavering fair play and sportsmanship. We will be impartial at all times, and provide a safe and enjoyable atmosphere for all

TOURNAMENT PRIZES

- Most Runs
- Most Wickets
- Best Fielder
- Junior Umpire
- Spirit Of Cricket

ACCOMMODATION



Abode Hotels

A long-term partner of Cricket ACT, Abode Hotels provide studio apartments at six different locations. They also provide cafés and restaurants on site.

Website: <https://abodehotels.com.au>

Phone Number: 1300 122 633

Locations: Gungahlin, Tuggeranong, Woden, Narrabundah, Murrumbateman, Kingston



CANBERRA PARK
GROUPS & STUDENT ACCOMMODATION

Canberra Park

Canberra Park is an innovative accommodation solution designed specifically to meet the needs of groups and schools. The venue is located next to Canberra Showgrounds and Exhibition Park, just 6km from the centre of Canberra city.

Website: <https://www.canberrastudentaccommodation.com.au>

Address: Corner Federal Highway & Old Well Station Road, Gungahlin

Phone Number: 1300 367 454

VISITING CANBERRA

Australia's capital, Canberra, is a destination on the rise. From famed national attractions to foodie hotspots and spectacular natural surrounds – Canberra has something for everyone.

While Canberra may be the political hub of the nation, this young, modern capital city is the place to discover Australia's stories through national attractions that hold and share the essence of Australia. The capital offers visitors a perfect blend of arts and culture, outdoor activities plus family friendly attractions to both entertain and educate children.

See how Australia's elite athletes train at the Australian Institute of Sport, marvel at the largest collection of Australian Indigenous art in the world at the National Gallery of Australia, visit one of the world's great museums – the moving Australian War Memorial and discover the place where Australia's stories live at the National Museum of Australia.

The city, with a population of over 400,000 people, is designed around Lake Burley Griffin, a man-made lake popular with cyclists, walkers and joggers, and is an easy 2 ½ hour drive to both the pristine South Coast of New South Wales and the scenic Snowy Mountains.

Canberra has a vibrant foodie scene, with popular dining and entertainment precincts located in the city centre, Braddon, Manuka, Kingston and Dickson. Braddon's Lonsdale Street and the New Acton precincts are fast becoming hot spots, with an eclectic mix of wine bars, restaurants, and cool coffee shops. There is also an abundance of community clubs for bistro meals, light entertainment and quiet places led by the Canberra Southern Cross Club.

SCHEDULE

Day 1 (Tuesday, September 28th, 2021)

	Time	Location
Equipment Pick Up	12:00pm - 7:30pm	AFL Building - 8 Spoering St, Phillip ACT
Coaches/Managers Briefing	7:00pm – 8:00pm	Online (Microsoft Teams)

Day 2 (Wednesday, September 29th, 2021)

	Time	Location
Game One - First Innings	10:30am	Various Grounds
Game One - Change Over	11:40am	
Game One - Second Innings	11:50am	
Lunch	1:00pm	
Game Two – First Innings	1:45pm	Various Grounds
Game Two – Change Over	2:55pm	
Game Two – Second Innings	3:05pm	

Day 3 Matches (Thursday, September 30th, 2021)

	Time	Location
Game Three - First Innings	10:30am	Various Grounds
Game Three - Change Over	11:40am	
Game Three - Second Innings	11:50am	
Lunch	1:00pm	
Game Four – First Innings	1:45pm	Various Grounds
Game Four – Change Over	2:55pm	
Game Four – Second Innings	3:05pm	

Day 4 Matches (Friday, October 1st, 2021)

FINALS

	Start Time	Finish Time
Finals - First Innings	10:30am	Various Grounds
Finals - Change Over	11:40am	
Finals - Second Innings	11:50am	
Presentation	2:00pm	Phillip Oval

Note: Start times may be altered with the approval of Cricket ACT.

GROUNDS

Bonython 103	Cnr Barr-Smith Ave & Drakeford Dr, Bonython
Chapman 102	Tauchert St, Chapman
Curtin 110	Dunstan St, Curtin
Deakin 105	Denison St, Deakin
Deakin 205	Makin Pl, off Denison St, Deakin
Deakin 211	Makin Pl, off Denison St, Deakin
Dickson 109	Antill St, Dickson
Duffy 101	Tantangara St, Duffy
Garran 101	Cnr Gilmore Cres & Kitchener St, Garran
Gowrie 106	Castleton Cres, Gowrie
Hackett 103	Madigan St, Hackett
Harrison 203	Katoomba St, Harrison
Isabella Plains 103	Cromwell Cct, Isabella Plains
Kaleen 109	Turon Pl, off Dimantina Crescent, Kaleen
Kaleen 110	Birie Pl, off Dimantina Crescent, Kaleen
Kaleen 304	Ashburton Circuit, Kaleen
Lyneham 209	Cnr Northbourne Ave & Mouat St, Lyneham
Lyneham 210	Thurbon Rd, Lyneham (south oval)
Lyneham 211	Thurbon Rd, Lyneham (north oval)
Nicholls 203	Clarrie Hermies Drive, Nicholls
Nicholls 301	Clarrie Hermies Drive, Nicholls
O'Connor 203	Macarthur Ave, O'Connor
O'Connor 301	Cnr Pedder St & Macarthur Ave, O'Connor
Palmerston 103	Kosciuszko Avenue, Palmerston
Pearce 103	Cnr Kemsley Pl & Hodgson Cres, Pearce
Rivett 104	Bangalay Cres, Rivett
Wanniassa 105	Sternberg Cres, Wanniassa
Waramanga 109	Badimara St, Waramanga

Note: Any grounds not on the list above can be found on the MyCricket fixture.

GETTING AROUND

Our friends at Visit Canberra have put together a comprehensive guide for getting to and from Canberra, including how to get around once you arrive. Check out their website at <http://www.visitcanberra.com.au>.

BUS

ACTION Buses, services major tourist sites and their regular service routes link the city, through town centre interchanges, to the suburbs.

Bus fares use the MyWay smartcard prepaid ticketing system or cash. Scan a prepaid MyWay card or purchase a single or daily cash ticket on board the bus from the driver. Daily tickets are ideal for sightseeing and are valid until midnight on the day of purchase. There are also off peak fare options and children under five years travel free.

ACTION's fleet includes easy access buses for people with reduced mobility.

For more information, visit <http://www.transport.act.gov.au>.

TAXI & UBER

If you need to book a taxi, call 13 227 (13 CABS) or visit the CanberraElite Taxis website.

Uber is fully operational in Canberra. Simply download the app from your app store and sign up for a free account.

COMPETITION RULES

Each division will use either of the two stages of the Australian Cricket Junior Formats as listed below. The information given below the two stages relates to the divisions outlined.

Stage 2 (T20) – Australian Cricket Junior Formats (U12 Boys & U13 Girls)

STAGE	STAGE 2 – Australian Cricket Junior Formats
Indicative age	U12 Boys
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	142g leather
Game length	150 mins (2.5hrs)
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i>
	Pads
	Gloves
	Protector (males)
Boundary	45m - measured from the middle of the wicket
Pitch type and length	Hard wicket - 18m length (from popping crease to popping crease)

Overs	20 overs per team (120 balls)
Team	8 players per team
Batting	<p>With allowances for varying team size, the following retirement rules apply:</p> <p>7 player team – batters retire at max 20 balls faced</p> <p>8 player team – batters retire at max 20 balls faced</p> <p>9 player team – batters retire at max 20 balls faced</p> <p>10 player team – batters retire at max 15 balls faced</p> <p>11 player team – batters retire at max 15 balls faced</p>
Bowling	6 balls per over (maximum of 8 balls per over except the last over where 6 legal deliveries must be bowled)
	Maximum of 4 overs per bowler
	Bowlers change ends at 10 overs
	All coaches are to be mindful of the Cricket Australia Pace Bowling Guidelines (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions.
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
	If more than 8 players are present at a match, they should rotate onto the field each over
Dismissals	All modes of dismissal count
Minimum & maximum players	7 players per team minimum are required to play the game
	11 players per team maximum are to be allocated to a team (only 8 on field at any given time)
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps
	142gm hard or leather ball
	Measuring tape or string to measure boundary & boundary markers
	Chalk, tape or paint to mark crease

Stage 3 (T20) – Australian Cricket Junior Formats (U14 Boys, U16 Boys & U17 Girls)

STAGE	STAGE 3 - T20
Indicative age	U14 Boys, U15 Girls & U16 Boys
Coach	Accredited Community (Level 1) Coach
Game type	T20 (20 over game)
Ball	156g leather (male)
	142g leather (female)
Game length	150 mins (2.5hrs)
Protective equipment	Helmet (including the Wicket keeper). * Please refer to Helmet section of the <i>Well Played Playing Policy & Guidelines</i>
	Pads
	Gloves
	Protector (males)
Boundary	50m - measured from the middle of the wicket
Pitch type and length	Hard wicket - 20.12m (standard pitch length)
Overs	20 overs per team (120 balls)
Team	8 players per team
Batting	The innings is deemed as closed after 7 wickets have fallen The Coach must retire players (40 balls) and any retired batters can return when all others have batted, in the order they retired
Bowling	6 balls per over (all wides and no-balls are to be re-bowled)
	Maximum of 4 overs per bowler
	Bowlers change ends at 10 overs
	All coaches are to be mindful of the Cricket Australia Pace Bowling Guidelines (please refer to the Well Played Playing Policy & Guidelines)
Fielding	Rotation of fielders is recommended to ensure all players experience all positions
	No fielders within 10 metres (except regulation off side slips, gully and wicket keeper)
Dismissals	All modes of dismissal count
Minimum & maximum players and impact	7 players per team minimum are required to play the game 11 players per team maximum are to be allocated to a team (only 8 on field at any given time)
Equipment	2 sets of stumps (with base and bails) *minimum of 1 set of portable stumps
	156gm leather ball (male) or 142gm leather ball (female)
	Measuring tape or string to measure boundary & boundary markers

Ball

1. The Ball

1.1 Kookaburra Cricket Balls will be supplied by Cricket ACT.

1.1.1 U12 Boys & U13 Girls division – 142 gm Ball will be supplied.

1.1.2 U14 Boys, U16 Boys & U17 Girls division – 156 gm ball will be supplied.

Innings

3. Length of Innings

3.1 In uninterrupted matches, i.e. matches which are neither delayed nor interrupted:

3.1.1 Each team shall bat for 20 overs unless they are all out earlier.

3.1.2 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for no more than 20 overs.

3.2 Delayed or interrupted matches:

3.2.1 Any revision to the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made in conjunction with the match umpires and the Event Manager.

3.2.2 Delay or interruptions to the innings of the team batting first.

3.2.2.1 When playing time has been lost (see above) the revised number of further overs to be bowled in the match shall be based on a rate of 3mins 30sec per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match, the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption. The revision of the number of overs should ensure, that both teams have the opportunity to bat for the same number of overs.

(Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

3.2.2.2 The team batting second shall not bat for a greater number of overs than the first team, unless they have dismissed the team batting first within the allocated overs. To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier. If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

3.2.2.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and any team not bowling their allocated overs within the time frame will be reprimanded by the match umpire.

3.2.3 Delay or interruptions to the innings of the team batting second.

3.2.3.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3mins 30secs per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

3.2.3.2 To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs – a maximum of 20 overs will be allowed.

3.2.3.3 In the event of a reduction in the number of overs for the team batting second, the team batting second will be required to reach the score which the team batting first had reached at the same point in their innings.

3.2.3.3.1 For example, in the first innings, 20 overs are completed. The second innings is interrupted by rain, and the number of overs is reduced to 17. The team batting second will be required to chase the score of the team batting first achieved at over 17. The team with the higher score at this point (over 17) will be declared the winner.

3.2.4 When rain forces the match abandonment after each team has completed 10 overs per side.

3.2.4.1 Upon the occurrence of rain or similar disruptions to play and the match being abandoned, the score of the team batting second at the time of match abandonment will be compared to that of the team batting first. The team with the greater score will be declared the winner, regardless of the number of wickets fallen.

3.2.5 Rain Interruptions in Finals

3.2.5.1 Upon the occurrence of rain or similar disruptions to play in the finals – all rules set out above shall apply. In the event of no match played – the winner will be decided via count back on performances throughout the tournament. If there is no discrepancy in win-loss comparisons, the team accumulating the greater amount of runs during the tournament shall be declared the winner.

Batting

4. Declarations

4.1 Law 14 of The Laws of Cricket will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

Bowling/Fielding

5. No Ball and Penalties

5.1 Law 24.13 of The Laws of Cricket will apply - except that the penalty for a No ball will be one (1) run. This penalty shall stand in addition to any other runs which are scored or awarded.

5.1.1 A No ball will be called if the ball is delivered on the full and passes above waist height.

5.1.2 A No ball will be called if the ball bounces twice before the popping crease

5.1.3 A No ball will be called when the ball bounces above the shoulders of the batter when facing pace bowling

5.1.4 A No ball will be called if the ball bounces off the pitch on the grass.

5.2 In addition to 5.1 above, the delivery following a no ball called for a foot fault shall be a free hit for whichever batter is facing it.

5.2.1 If the delivery bowled 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 it.

5.2.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball.

5.2.3 No other type of No ball shall result in a free hit.

5.2.4 Field changes are only permitted for free hit deliveries if batsman have changed strike.

6. Wide Ball

6.1 In addition to The Laws of Cricket 25 the following will apply.

6.1.1 Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. A penalty of one (1) run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

6.1.2 No matter what movement or other attempt by the batsman to manipulate the line of the bowling, the judgement of the Umpire as to whether it is a wide or a fair delivery shall be based on the normal stance of the batsman.

Should the batsman move to the off side or take guard on off-stump, the Umpire shall disregard the batsman's movement and shall not call a wide if the ball passes over the stumps or passes immediately adjacent to the stumps.

6.1.2.1 Normal stance shall be considered as: Centre (or its equivalent); Centre to Leg; Two Legs; Not Normal; or any other variation of this.

6.1.2.2 The batter may move any way they like, however:

6.1.2.2.1 If they move to leg side the ball must be deemed unplayable by the Umpire to be called wide. This shall be based on the normal stance, as stated in **6.1.2**.

6.1.2.2.2 If they move to the offside the ball must travel outside the leg stump to be called. In this stance if the ball passes over leg stump it will not be called a wide.

7. Number of Overs Per Bowler

7.1 No bowler may bowl more than four overs.

7.2 In a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one fifth of the total overs allowed (unless such a number has been exceeded before the interruption) except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

7.2.1 For example, after eight (8) overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled four (4) overs. Two bowlers can bowl three (3) overs and three bowlers can bowl two (2). Both opening bowlers have already exceeded this limit. They count as the two bowlers who were allowed the extra over (three as opposed to two) and so any other bowlers are limited to two (2) overs.

7.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

7.4 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The number of overs bowled by each individual bowler shall be indicated on the scorebook from the commencement of an innings.

8. Restrictions on the Placement of Fielders

8.1 At the instant of delivery there shall not be more than four fielders on the leg side.

8.2 At the instant of delivery there shall not be more than two fielders behind square leg on the leg side.

8.3 Due to eight-a-side rules, no other fielding restrictions will be enforced, other than fielders must be more than a "half pitch length" (10 metres) from the batter, except the wicketkeeper and slip fielders.

9. Over-Rate Penalties

9.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 10 minutes of the innings commencing. This is imperative to ensure afternoon matches start and finish on time.

9.2 In the event of slow over rates, the match umpire will discuss with team coaches and captains. No penalties will apply, but support of coaches/captains is imperative.

Equipment

10. Clothing and equipment

10.1 In all matches, players are encouraged to wear coloured clothing. Balls which are used for matches are white.

10.2 All teams are required to provide a set of stumps (with bails), and cones appropriate for acting as boundary markers.

Other Rules

11. The Result

11.1 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.

11.1.1 If the team batting second passes the team batting first's score before the conclusion of the 20th over, the match score shall be reported from the point immediately after the winning runs are scored. The team batting second shall not continue to bat to the end of the 20th over.

11.2 In the event of a tie, the following shall apply:

11.2.1 The team losing the lesser number of wickets shall be the winner.

11.2.2 If the result cannot be decided by 11.1 or 11.2.1, the winner shall be the team with the higher score after 10 overs, or if still equal after nine overs, or if still equal after eight overs etc.

11.3 The competition points awarded after a match result shall be as follows:

11.3.1 Win = 4 points.

11.3.2 Tie/Abandoned match = 2 points.

11.3.3 Loss = 1 points.

11.4 In the event that there is a bye within a division, it will be recorded as a win for the team with the bye.

11.4.1 If the team chooses to play a makeup match against another age group or division, these scores will not be officially recorded and will not go towards to the team's overall net run rate.

11.5 Results should be submitted to Cricket ACT (An email address and phone number will be provided to you) via a photo of your scorebook taken after each innings. This should be done by the team manager.

11.5.1 Live scoring is encouraged but a scorebook will be provided to you at the beginning of the tournament if required.

12. Net Run Rate – Determinant of ladder positions

12.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.

In the event of a team being 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. Only those matches where results are achieved will count for the purpose of net run rate calculations.

13. Player Eligibility

13.1 The age cut off for teams is September 1st as in most club cricket competitions. However, exemptions may be granted by the Event Manager in the appropriate circumstances.

14. Match Umpire/Officials

14.1 The conditions above apply to all Kookaburra Cup matches.

14.2 These conditions are at the discretion of the umpire supplied. If any disagreement over the rules occurs, the match official in conjunction with the Event Manager will have the final say.

14.3 All clubs are required to provide a scorer for each of their matches. Two (2) scorers (one from each club) shall officiate for the duration of each match.

14.3.1 *Please note that teams will be required to provide a square leg umpire during their fixtures.*

14.3.2 *Please be aware that Cricket ACT may not be able to provide umpires for all fixtures.*

15. Match Cancellation and Wet Weather

15.1 Matches may be cancelled due to wet weather, heat or other special circumstances. On all occasions, this decision will be made by the Umpire, who will inform the two coaches/managers. In the event of a dispute the Event Manager will have the final say.

15.2 If there is a decision made by the Umpires ahead of the start of a match, the Event Manager will notify the teams of cancelled competition matches via:

15.2.1 The Cricket ACT website.

15.2.2 Cricket ACT's social media channels (Facebook and Twitter).

15.3 The default position is, unless otherwise notified, teams should proceed to the ground with the intention of commencing play with coaches/managers and umpires to assess the conditions at the ground.

16. Emergencies

16.1 In the case of emergencies, please call 000 immediately.

16.2 If any player is injured during the course of a match, please inform your umpire. If the umpire is not available, contact the event manager. To find supplies to deal with less life-threatening injuries, please visit your nearest pharmacy or medical facility.

HOSPITALS & HEALTH CARE

Call triple zero (000) in the event of an emergency.

Canberra has two public hospitals

- Canberra Hospital – Yamba Dr, Garran - <http://health.act.gov.au/our-services/canberra-hospital-campus>
- Calvary Hospital – Mary Potter Cct, Bruce – <https://www.calvarycare.org.au/public-hospital-bruce/>

Walk-in Health Care Centres

- Belconnen - 56 Lathlain St, Belconnen 2617 (phone 13 22 81)
- Tuggeranong Anketell St & Pitman Street, Greenway 2900 (phone 13 22 81)

PHYSIOTHERAPY

Capital Rehabilitation Professionals – 50 Launceston St, Phillip

Elite Rehab & Sports Physiotherapy – 17q/2 King St, Deakin

MAJOR SHOPPING CENTRES

Canberra Centre – 148 Bunda St, Canberra

Marketplace Gungahlin – 33 Hibberson St, Gungahlin

Riverside Plaza – 131 Monaro St, Queanbeyan

Southpoint Tuggeranong – Anketell St & Reed St, Greenway

Westfield Belconnen – Benjamin Way, Belconnen

Westfield Woden – Keltie St, Phillip

DINING PRECINCTS

Canberra Southern Cross Club Jamison - Catchpole & Bowman Street, Macquarie

Canberra Southern Cross Club Tuggeranong - Pitman & Holwell Street, Tuggeranong

Canberra Southern Cross Club Woden - Corinna Street, Woden

Canberra Southern Cross Club Yarralumla - Mariner Place, Yarralumla

PETROL STATIONS

Gungahlin

Coles Express Gungahlin – 1 Ginn St, Gungahlin

Caltex Nicholls – Cnr Curran Dr & O'Hanlon Pl, Nicholls

Woolworths Caltex Gungahlin – 18 Gundaroo Drive, Gungahlin

Belconnen

BP Jamison – Cnr Redfern & Bowman Sts, Macquarie

Coles Express Belconnen – Cnr Lathlain Dr & Wignall Pl, Belconnen

Caltex Kaleen – 275 Maribyrnong Ave, Kaleen

Inner North

BP Watson – 110 Federal Highway, Watson

Coles Express Dickson – 30-34 Antill St, Dickson

Caltex Woolworths Dickson – Cnr Cape & Badham Sts, Dickson

Canberra City

Coles Express Braddon – Cnr Mort & Girrahween Sts, Braddon

Caltex Braddon – 36 Lonsdale St, Braddon

Woden-Molonglo

BP Phillip – 166 Melrose Dr, Phillip

Coles Express Phillip – 172 Melrose Dr, Phillip

Coles Express Deakin – 25 Hopetoun Cct, Deakin

Caltex Woolworths Weston – Cnr Liardert & Brierly Sts, Weston

Caltex Hughes – Cnr Wisdom & Conyer Sts, Hughes

Tuggeranong

BP Chisholm – 3 Benham St, Chisholm

Coles Express Wanniasa – 49-51 Rylah Cres, Wanniasa

Coles Express Tuggeranong – 149-165 Soward Way, Greenway

Woolworths Caltex Wanniasa – Cnr Denigan St & McBryde Cres, Erindale

CRICKET OUTLET

Greg Chappell Cricket Centre – 20 Collie St, Fyshwick. Open 9am-5:30pm.

CRICKET RAINED OUT? DON'T WORRY, WE'VE GOT A COUPLE OF SUGGESTIONS

- Australian Institute of Sport
 - Opening Hours: 8:30am-5pm
 - Cost: Adult \$19, Child \$11 (Tours for groups of +15 available at a discounted rate. Must book ahead).
- Australian War Memorial
 - Opening Hours: 10am-5pm
 - Cost: Free
- Hoyts Cinema (Belconnen & Woden)
 - Opening Hours: 12pm-11:30pm
 - Cost: Adult \$21, Child \$16
- National Arboretum
 - Opening Hours: 6am-8:30pm
 - Cost: Pay Parking
- National Portrait Gallery
 - Opening Hours: 10am-5pm
 - Cost: Free
- National Science and Technology Centre (Questacon)
 - Opening Hours: 9am-5pm
 - Cost: Adult \$23, Child \$17.50
- National Zoo and Aquarium
 - Opening Hours: 9:30am-5pm
 - Cost: Adult \$40, Child \$23

LIVE SCORING GUIDE

How to Select a Team in MyCricket

Follow this link <https://mycricketsupport.cricket.com.au/hc/en-us/articles/204716190-Selecting-Teams> for a guide on how to select a Team in MyCricket

Troubleshooting Team Selection Issues in MyCricket

When on the Select Team screen in the MyCricket Admin Site, if a player is not displaying in the Player List for selection there are four possible fixes:

1. On the Select Team screen, under Player List Options towards the upper left-hand side of the page, change the drop-down box to display "No Filter" if it is not already.
2. See if the correct Player role type through the reconfirm/change person role function: <https://mycricketsupport.cricket.com.au/hc/en-us/articles/204716320-Update-Person-Roles>
3. Once they have the correct role if they are a senior player make sure they are registered to the competition: <https://mycricketsupport.cricket.com.au/hc/en-us/articles/360001014776-SeniorRegistration-Adding-a-Senior-Reg-Type-Selecting-Seniors-for-Teams->

If they are a junior player make sure they have registered online through www.playcricket.com.au. This can be done by doing the following in MyCricket admin:

Administration > Online Registration > Reports > Transactions > Search for name.

Also, to make sure they registered for the right product search the following through MyCricket admin:

Administration > Online Registration > Reports > Product Purchases > Search for name and make sure they have purchased the correct registration product.

4. Check if their registration status is pending (light blue/grey) and make it active (green). This can be done by the following menu path:

Administration > Online Registration > Management > Registration Manager > Choose your association (parent organisation) > Click display registrations:

- if they have a light blue/grey dot under their status (instead of a green) their registration is pending > click on the box on the far left > scroll up to Please select bulk action > change it to approve registration > click GO > this will change their status to green.
- If junior players are concerned please contact mycricketssupport@cricket.com.au

If a player has the correct role, is registered to the association/competitions and has been fully registered through the registration manager, then the player will show up as being selectable on the Select Team page.

If you experience any difficulties, please contact mycricketssupport@cricket.com.au or on 1800 Cricket

MyCricket Live Score

Cheat Sheet

1. Change the Batsman on Strike:

Click ‘...’ next to the batsman’s name and select ‘**Change strike**’

2. Change the Batsman

Click ‘...’ next to the batsman’s name and select ‘**Change batter**’. Then select replacement batter and select option ‘**Changing due to error**’

3. Change the Bowler

Click ‘...’ next to the bowler’s name and select ‘**Change Bowler**’. Then select replacement bowler and choose whether to change the bowler for the remainder of the over (if the bowler cannot complete the over due to injury/illness) or the entire over (if you have selected the wrong bowler).

4. Retiring a batter

Click ‘...’ next to the batsman’s name and select ‘**Change batter**’. Then select replacement batter choose one of the following options: - **Retiring (Not Out)** - **Retiring (Hurt)**

5. How to enter a ‘Run Out’

Press ‘**Wicket**’, then enter the following:

- **Batter out** – which batter was run out? - **Dismissal type** – **Run out** - **Fielder** – who threw the ball to the wicket keeper or bowler to affect the run out or who threw the ball directly at the stumps? - **Fielder (Assist)** – if it was not a direct hit run out, list the player that caught the ball and broke the stumps - **Select whether the batters crossed**. Note – if you are unsure if the batters crossed, you can adjust the batter on strike for the next ball using option 1. ‘**Change the Batsman on Strike**’

- Now press ‘**Done**’ This will bring you to a screen prompting you to confirm the dismissal. If any runs were scored before the run out, select the relevant number before clicking the ‘**tick**’.

6. Entering 'Byes' scored off a 'No-ball'

Click '**no-ball**', then select '**bye**' and enter the relevant number of byes. E.g. a no-ball that went for 4 byes would be entered by clicking '**no-ball**', then '**bye**' and selecting the number '**4**'. Then select the '**tick**' to confirm.

7. Incorrect entry

If at any point you enter something incorrectly, you can select the '**reverse blue arrow**' to undo your last entry. **Note** – try and correct any errors in the current over before moving onto the next over. However, you can also make further adjustments using the '**pencil**' icon in the ball-by ball graphic.

8. Edit scorecard

To edit the scorecard, select the '**3 line icon**' on the top right. Then select '**View/Edit Scorecard**'. Using this feature, you be able to make the following edits:

1. Edit a batter's dismissal
2. Change the number of runs scored by a batter
3. Change the number of balls faced by a batter
4. Edit bowling figures for a bowler
5. Edit innings overs, wickets or runs. **Note** – any edits to one of these categories will prompt you to '**Close Innings**' to affect the update. Please make these changes at the completion of the Innings.

At this point, you are unable to make any adjustments to the 'Extras' column.

9. Scoring Offline:

Matches using the Live Scoring app can be scored offline. The correct process for scoring matches offline is listed below:

1. Log in to the app (**with** internet connection)
2. Select the relevant match and click '**Download**' (**with** internet connection)
3. Go to the match (**without** internet)
4. Click on the menu item '**Downloaded Matches**'
5. Select '**Start Scoring**'
6. Sync at the end (**with** internet connection)