



**SECA 2026/2027 Summer Competition**

# Players Handbook

July 2026

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## Introduction

Ormond Cricket Club (OCC) has a long and proud history and was first formed in 1903. The senior teams are part of the Victorian Sub-District Cricket Association (VSDCA) which is recognised as the second highest tier of Senior cricket in Melbourne outside of Premier Grade Cricket. Ormond has won nine 1<sup>st</sup> grade premierships in the VSDCA since joining the competition in 1949.



The juniors primarily compete in the South East Cricket Association (SECA) and have enjoyed incredible success in the last 15 years winning numerous premierships in A grade in the Under 12, 14 and 16 competitions. The focus of the juniors is participation, enjoyment and player development. The Junior program is the foundation of the Club, starting with Woolworths Blasters through the under age teams and then into Senior Grade cricket.

As one of the 32 VSDCA Clubs, Ormond fields a representative team each year in the Under 15 Craig Shield which is recognised as the premier Under-15 cricket competition in the state. It is part of the Cricket Victoria Development Pathway and Ormond has enjoyed a golden period in the competition in recent years winning 4 premierships in the past 15 years.

The club prides itself as being a destination club for aspiring young cricketers with a strong focus on player development and talent identification. First and foremost, OCC is a community based club where participation and inclusion is paramount.

## SECA Competition Format and Playing Dates

The junior teams mainly play in the South East Cricket Association (SECA) and the 2026/2027 season is planned to run from 9 October 2026 through to Finals in late February to Mid-March 2027. The draft season dates are outlined below.



The competition has the following age groups and grades that OCC participates in:

- Rookies (Usually Under 10 players) – Saturday Mornings
- Under 12 (Grade A, B, C) – Saturday Mornings
- Under 14 (Grade A, B, C) – Friday Evenings
- Under 16 (Grade A, B, C) – Friday Evenings

SECA runs a Sunday Rookies and U12 B/C competition but Ormond does not provide for Sunday competition at this time.

**PLEASE NOTE:**

**For U12 Players that are at or joining a private school (Year 7) they will have compulsory School Sport on Saturday Mornings. The Private Schools will not allow students to play club cricket. They may provide at their discretion approval to play Finals . Parents need to be aware of this and advise the Club accordingly at the start of the season. Many kids in this scenario elect to play u14C/B grade on Friday night to avoid the conflict.**

| SECA Juniors playing dates 2026/27 - Draft (grading rounds) |            |                |                    |                       |                                |                        |
|-------------------------------------------------------------|------------|----------------|--------------------|-----------------------|--------------------------------|------------------------|
| Weekend Starting Friday                                     | Rookies    | U12C           | Juniors (U12A & B) | Juniors (U14C - U16A) | U18 Wednesday                  | MiniBash Smash Cricket |
| 9/10/2026                                                   |            |                | Round 1            | Round 1               |                                |                        |
| 16/10/2026                                                  |            |                | Round 2            | Round 2               |                                |                        |
| 23/10/2026                                                  |            |                | Round 3            | Round 3               |                                |                        |
| 30/10/2026                                                  |            |                | Round 4            | Round 4               |                                |                        |
| 6/11/2026                                                   |            |                | Round 4            | Round 4               |                                |                        |
| 13/11/2026                                                  |            |                | Round 5            | Round 5               |                                |                        |
| 20/11/2026                                                  |            |                | Round 5            | Round 5               | 18/11/2026                     |                        |
| 27/11/2026                                                  |            |                | Round 6            | Round 6               |                                |                        |
| 4/12/2026                                                   |            |                | Round 6            | Round 6               |                                |                        |
| 11/12/2026                                                  |            |                | Round 7            | Round 7               |                                |                        |
| 18/12/2026                                                  |            |                | Round 7            | Round 7               |                                |                        |
| 25/12/2026                                                  |            |                |                    |                       |                                |                        |
| 1/01/2027                                                   | New Year   | New Year       | VMCU Carnival      | VMCU Carnival         | VMCU Carnival                  |                        |
| 8/01/2027                                                   |            |                | VMCU Carnival      | VMCU Carnival         | VMCU Carnival                  |                        |
| 15/01/2027                                                  |            |                | Round 8            | Round 8               | 13/01/2027                     |                        |
| 22/01/2027                                                  |            |                |                    | Round 9               |                                |                        |
| 29/01/2027                                                  |            |                | Round 9            | Round 9               |                                |                        |
| 5/02/2027                                                   |            |                | Round 10           | Round 10              |                                |                        |
| 12/02/2027                                                  |            |                | Round 10           | Round 10              | Semi Finals                    |                        |
| 19/02/2027                                                  |            |                | Finals Round 1     | Finals Round 1        | Grand Final                    |                        |
| 26/02/2027                                                  |            | Finals Round 1 | Finals Round 1     | Finals Round 1        | Reserve Day                    |                        |
| 5/03/2027                                                   |            | Grand Finals   | Grand Finals       | Grand Finals          |                                |                        |
| 12/03/2027                                                  |            | Reserve Day    | Grand Finals       | Grand Finals          |                                |                        |
| 19/03/2027                                                  |            |                | Reserve Day        | Reserve Day           |                                |                        |
| Legend                                                      | 1 Day Game | VMCU Carnival  | MiniBash           |                       | Finals Round 1                 |                        |
|                                                             | 2 Day Game | No Play        | Smash Cricket      |                       | Semi Finals 1v4 & 2v3          |                        |
|                                                             | T20 Game   | Finals         | Grading            |                       | Consolation Finals eg 5v8, 6v7 |                        |

With respect to the different junior competition levels please note the following:

- Rookies – Intended for players aged 8 to 10. Exclusively one day matches using a modified pitch length and softer (semi plastic) ball. Modified rules to encourage even participation and there are no finals or ladder maintained. This year SECA have introduced first year Rookies and second year Rookies.
- Under 12 – Intended for players aged 10 and 11 (as at 1 September). Modified pitch length using a junior sized hard leather ball (142 grams). Mix of one day and two day games but 12C Grade are all one day games. Two day games are 40 overs per side with a split innings format. One day games are 20 overs per side. Minimum Participation rules are in place.
- Under 14 – Intended for players aged 12 and 13 (as at 1 September). Full length pitch using a Junior sized hard leather ball (142 gram). Mix of one day and two day games . Two day games are 40 overs per side each day. One day games 20 overs per side. Limited participation rules with retirement and over limits.
- Under 16 – Intended for players aged 14 and 15 (as at 1 September). Full length pitch using a full sized 156gm ball. Mix of one day and two day games. Two day games are 40 overs per side each day. One day games 20 overs per side. Limited participation rules with retirement and over limits.

## Team Grading

Prior to the season, Ormond will run a series of pre-season training sessions. Coaches/selectors will perform grading at this time which will evaluate batting, bowling and fielding. The grading process will consider:

- Observed batting technique and confidence level, including the range of shots, shot selection and running between the wickets;
- Bowling consistency in terms of line and length. Ability to control swing/spin;
- Ground fielding technique/ability, throwing arm, catching ability;
- General athleticism, team spirit and encouragement of others;
- Past season performance reflected in stats readily available on the Play HQ platform

Trial matches may be conducted for the purposes of grading.

It needs to be recognised that there is a significant difference in the standard of play between A, B and C grades, reflected in:

- The amount of extras bowled;
- The pace of seam bowlers and the consistency of spin bowlers; and

- The quality of fielding, particularly in respect to holding catches and wicket keeping.

The selectors/coaches have significant experience and can provide feedback on grading outcomes on request. Grading can be an issue of contention and we encourage parents to watch the grading sessions to appreciate the broad range of skillsets of players. Ormond does traditionally attract at the Under 12 and 14 level many talented players and competition for A grade teams is strong and has to be earned and not expected.

Players who perform well at the start of the season may be provided opportunities to move up grades or fill-in for higher age groupings.

SECA this season will also be performing a grading process on a team basis and may promote or relegate teams at the end of Round 3.

The Club intends to complete the grading process and inform teams within 1 to 2 weeks of season start. If parents have any specific requests related to social groupings we will try and accommodate this, subject to skill level, however this cannot always be prioritised.

We have noted in recent years that some parents/players have waited for the outcome of grading to formally register. Whilst this is respected, this practice very much complicates the formation of teams and late withdrawals creates logistical nightmares for our volunteers.

## Player Registration, Season Permits and Transfers

Registration for the competition is available through the PlayHQ website by searching Ormond Cricket Club:

[Register to Ormond Cricket Club | PlayHQ](#)

On the Ormond Cricket Club Home Page, select the “Register” tab and then select the SECA Junior Competition 2026/2027. You will require a “Play Cricket” Profile to register.



SECA has a process where they will give consideration to an over age exemption to allow players to play an age group down in special circumstances. The Club can manage this process.

If new to OCC and coming from another club, a season permit /transfer will be required. These permits/transfers need to be endorsed by both SECA and the home/previous club. The process can take a week (or longer) so it is best to register early to allow time for approvals.

# OCC Junior Program Overall Goals and Objectives

The Club's key objectives in respect to the Junior Program are as follows:

- First and foremost, we are a community-based club and aim to provide children with the opportunity to play cricket in a supportive and enjoyable environment. We want to help develop their skills and also their social connections;
- We play a competitive brand of cricket but we pride ourselves on good sportsmanship and active participation. We are not just about winning premierships but having said that, our junior teams have been very successful in the last 15 years.
- We endeavour to ensure all Junior teams have dedicated coaches from within our senior playing ranks or volunteer parents;
- We endeavour to identify and foster talented players and provide a development pathway for them.
- We want to see home grown juniors have opportunities to play representative cricket and transition into our Senior Teams.
- We aim to have active parent participation in training and game day activities.

## Game Day Participation Objectives

The Club is committed to ensuring every player is actively involved in each match they play. SECA have specific playing participation rules designed to make sure all players satisfy a minimum level of participation in each match at all levels. In this context we wish to note however that:

- In A Grade competitions, the coaches may have established roles based on player strengths and weaknesses. Depending on the game situation, opportunities to bat or bowl may be limited in some cases.
- Players may be retired when batting at the discretion of the coach to allow opportunities for other team members;
- In finals, the coach at their discretion may determine a batting and bowling lineup to maximise performance (which is what all other teams will generally do) along with fielding positions;
- Participation will be monitored throughout the season to ensure opportunities are provided ((balls faced, overs bowled, batting order, etc.);
- Coaches are expected to clearly communicate participation related issues in a transparent manner.

Any concerns over participation and involvement should be raised directly and discretely with the Coach and/or Junior Coordinator.

## Team Training

Team training is collectively held in age group levels at the EE Gunn Reserve Net Facility on the following afternoons:

- Monday: u12s – 4.30pm to 6pm
- Wednesdays: u14s – 5pm to 6.30pm
- Tuesdays - u16s – 5pm to 6pm
- Under 10 Rookies - Thursdays 4.30pm to 5.30pm

Care needs to be taken at training in the nets to prevent injury and helmets are compulsory for both batters and wicket keepers.

Throughout the season, additional “Master Class” session will be run every few weeks by Ormond Senior Players targeting aspects such as fielding, wicket keeping, etc...

Team training is important for skill development and considered compulsory.

## Team Uniform

In the SECA competition, players **must** wear an Ormond playing top. Failure to do so can result in fines to the Club. A coloured playing/training shirt along with club caps can be purchased.

Standard Long White Pants or Ormond cricket pants are to be worn. The club white pants can be purchased.

For hygiene reasons Protective equipment is to be provided by players individually.



## Player /Parent Conduct

The Club is committed to maintaining certain standards and behaviours for player and parent conduct.

### **Pre-Match Day/Training:**

- The coach/team manager will seek confirmation of player availability for each individual match. Parents are requested to promptly confirm their availability. If withdrawing from a game - within 24 hours of the match - we ask for direct engagement by way of a phone call to the coach or team manager.
- When attending training sessions players are expected to maintain focus and follow the coach's directions.
- Parents should observe training from outside the caged practice wicket area.

Parent Code  
of Conduct

### **Match Day Arrival:**

- Players are expected to be at grounds ready to warm up at least 30 minutes before scheduled start of play for Under 12s. Under 14s and 16s should arrive 20 minutes before the scheduled start of play. If running late, please communicate.
- Players are expected to actively participate in warm-up activities
- Our opposition teams at home matches are our guests and should be treated as such. They should be welcomed on arrival and engaged with.
- Players are to have playing shirts tucked in and have a neat appearance.

### **During the Match**

- Players and parents are naturally expected to encourage team members and not berate or over coach from the sidelines.
- Efforts from the opposition team should also be applauded and never criticised.
- The decision of the umpire is to be respected **in all cases**. Gestures and verbal comments will not be tolerated.
- **Our teams will not engage in any taunting, backchat or jibes to opposition players - even if this is received.** Our chat will always focus on encouraging our team players.
- When on the sidelines players are not to be on their mobile phones, playing mini cricket games or horse play. We should be actively encouraging our batters.
- No alcohol or smoking on grounds is permitted by parents
- The Club and SECA has a zero tolerance approach to inappropriate player and parent behaviours.

### **Post Match**

- We will actively and genuinely engage with the opposition at the conclusion of the match and shake hands.
- All parents are requested to assist in cleaning up the venue, particularly home games. This includes helping collect boundary cones, stumps etc.

The Club and SECA has a zero tolerance approach to inappropriate player, management staff and parent behaviours.

# SECA Competition Match Rules

The SECA rules handbook can be found at their website at:

<https://www.secacricket.com/documents>

SECA has developed a Rules Matrix to be utilised as a reference guide. This Rules Matrix is attached to this handbook and a copy should always be on hand at game day.

Playing rules vary between age groups and grades.

Some key rule elements are as follows:

## Playing Format

| Grade                                | Rookies/12C                                   | U12A/B/U14C                                                                                             | U14A/B & U16                                                                                       |
|--------------------------------------|-----------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| <b>Total Maximum Overs Per Day</b>   | 40                                            | 40                                                                                                      | 40                                                                                                 |
| <b>Game Formats</b>                  | 1 Day matches ONLY - 20 over innings per side | 1 Day matches – 20 overs innings per side<br>2 Day matches – 40 over innings per side (“split innings”) | 1 Day matches – 20 overs innings per side<br>2 Day matches – 40 overs per side (“no split inning”) |
| <b>Split Innings Two day matches</b> | Not Applicable                                | 20 over batting innings each side per playing day. Team who bats first Day 1 bats last Day 2.           | No Split innings. Team batting first bats on day Day.                                              |
| <b>Change of Ends</b>                | Every 10 overs                                | Every 10 overs                                                                                          | Every 10 overs                                                                                     |

In a two day match if the team batting first is dismissed before their allotted overs, the opposing team shall be entitled to receive the remaining overs for that day minus three overs for a change in innings. For example:

- if in u14A/B & U16 Team 1 batting first is dismissed in over 32 - Team 2 will on Day 1 bat 5 overs and on Day 2 will have their full 40 over allotment.
- In in 12A/B/U14C Team 1 batting first in a split inning match is dismissed in over 15 – Team 2 will on Day 1 be entitled to bat 22 overs and if required return on Day 2 for their remaining 20 overs.

If a result is reached and games end early before the maximum over allocation the rules are:

U12 – Continue to finish full over allocation. If everyone out play a T10 fun game

U14 – play on up to 10 overs more unless both coaches agree to play on

U16 – Games end unless both coaches agree to play on

## Player Numbers

| Grade                    | Rookies | U12C | All Other Grades |
|--------------------------|---------|------|------------------|
| Maximum                  | 9       | 11   | 13               |
| Minimum                  | 5       | 7    | 7                |
| Players allowed on Field | 7       | 9    | 11               |

For two-day games, a team can nominate players not available for either day, but they must be listed in their team and meet participation requirements.

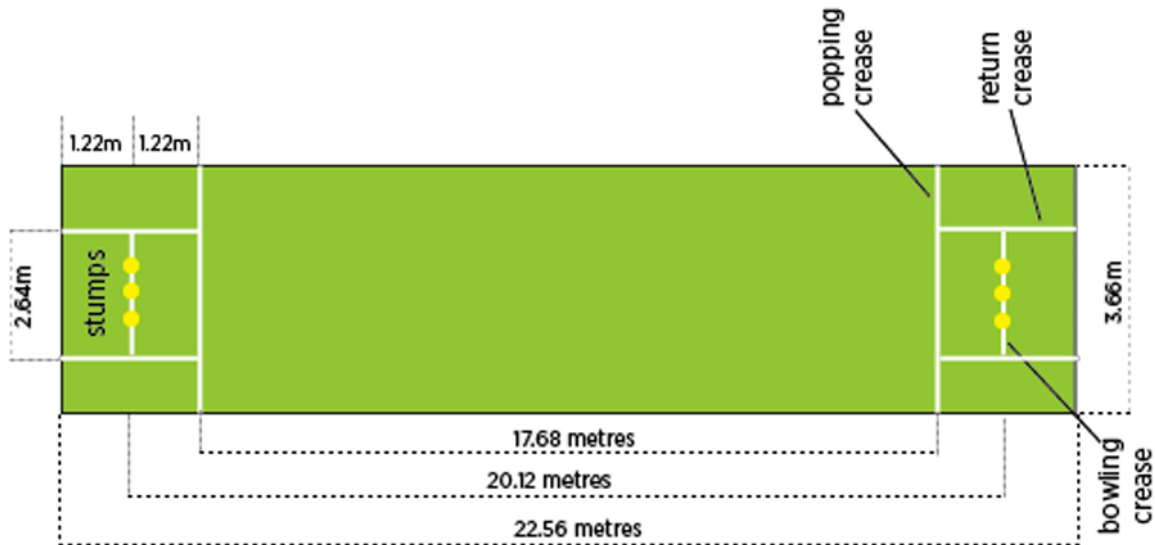
## Ground Setup

| Grade                                       | Rookies                   | U12                                                | U14/U16                                            |
|---------------------------------------------|---------------------------|----------------------------------------------------|----------------------------------------------------|
| Pitch Length                                | 16m from wicket to wicket | 17.7m from wicket to wicket<br>(see diagram below) | Full length 20.1m                                  |
| Boundary (as measured from centre of pitch) | 40m                       | 12C – 40-45m<br>12A/B – 45m/50m                    | 50m                                                |
| Ball                                        | Rubber Wonderball         | 142g Red 2 peice                                   | U14 – 142g Pink 2 piece<br>U16 – 156g Pink 2 piece |

Note:

- For U12 general practice is to place stumps on popping crease **at both ends** and to mark new batting crease 1.22m ahead of it.
- For rookies general practice is to set one set of stumps in normal full pitch position and using a measuring tape, place stumps 16m and then batting crease 1.22m ahead of stumps (approximately 4m ahead of full pitch popping crease)

## Full Pitch Dimensions



## Safety Rules

- All batters must wear an approved helmet and the club strongly recommends that a neck guard is in place.
- All wicketkeepers from rookies to 14C must wear a helmet at all times. From 14B upwards wicketkeepers can elect to not wear a helmet unless at the stumps but the club strongly recommends a helmet is worn at all times.
- No player is permitted within 12m of the stumps when fielding unless competing in the u16 competition or a wicketkeeper/off side slip fielder.
- First Aid kits will be given to all team managers as required under competition rules. The first Aid kit must include Sunscreen for use.
- Where a player is bleeding they must immediately leave the field and not return until bleeding has stopped. The opposing team must provide a substitute fielder in this event as required.
- SECA applies the following Cricket Victoria and Cricket Australia concussion protocols.  
[https://www.vicpremiercricket.com.au/\\_files/ugd/49c432\\_506fac397e1a44229e69d2d2d86e0791.pdf](https://www.vicpremiercricket.com.au/_files/ugd/49c432_506fac397e1a44229e69d2d2d86e0791.pdf)
- In temperatures over 29 degrees drink breaks must be taken every 40 minutes

## Participation Rules / Bowling Batting Limits

| Grade                                                      | Rookies                                                                                                              | U12C                                                                                    | U12A/B                                                                                           |
|------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| <b>Batting Participation Rule</b>                          | All players listed must face a minimum of 6 balls                                                                    | All players listed must face a minimum of 6 balls (1 day game) or 12 balls (2 day game) | All players listed must face a minimum of 6 balls (1 day game) or 12 balls (2 day game)          |
| <b>Bowling Participation Rule</b>                          | All players listed must bowl a minimum of 2 overs OR keep for 10 overs                                               | All players listed must bowl a minimum of 2 overs OR keep for 10 overs                  | All players listed must bowl a minimum of 2 overs OR keep for 10 overs                           |
| <b>Retirement Limit Batting</b>                            | 17 Balls                                                                                                             | 20 runs or 30 balls                                                                     | 20 runs or 30 balls (1 day game)<br>30 runs or 45 balls (2 day game)                             |
| <b>Early retirement</b>                                    | Allowed once only                                                                                                    | Allowed once only – Second time is retired out                                          | Allowed once only – Second time is retired out                                                   |
| <b>Batter return (once all batters are retired or out)</b> | Batting order but a batsman cannot be retired to be replaced by a previously retired batsman who has a higher score. | Lowest Score first (if equal then batting order)                                        | Lowest Score first (if equal batting order)                                                      |
| <b>Maximum Overs Bowling</b>                               | 4 overs                                                                                                              | 4 overs                                                                                 | 4 overs – 1 day game<br>5 over – 1 day game<br>Maximum spell is 3 overs straight (in 2 day game) |
| <b>Return of Bowlers</b>                                   | Must rest for double the overs bowled in spell (two overs bowled requires a four over rest)                          | Must rest for double the overs bowled                                                   | Must rest for double the overs bowled                                                            |
| <b>Team is out when</b>                                    | Penalty runs applied for wickets only.                                                                               | 8 out all out                                                                           | 10 out all out                                                                                   |

| Grade                                                      | U14C                                                                                        | U14A/B                                                      | U16                                                         |
|------------------------------------------------------------|---------------------------------------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|
| <b>Batting Participation Rule</b>                          | All players listed must face a minimum of 6 balls                                           | No minimum requirements                                     | No minimum requirements                                     |
| <b>Bowling Participation Rule</b>                          | All players listed must bowl a minimum of 2 overs OR keep for 10 overs                      | No minimum requirements                                     | No minimum requirements                                     |
| <b>Retirement Limit Batting</b>                            | 40 runs or 55 balls (1 day game)<br>50 runs or 65 balls (2 day game)                        | 40 runs (1 day game)<br>50 runs (2 day game)                | 40 runs (1 day game)<br>50 runs (2 day game)                |
| <b>Early retirement</b>                                    | Allowed once only                                                                           | Allowed once only – Second time is retired out              | Allowed once only – Second time is retired out              |
| <b>Batter return (once all batters are retired or out)</b> | Lowest Score first (if same score then batting order)                                       | Lowest Score first (if same score then batting order)       | Lowest Score first (if same score then batting order)       |
| <b>Maximum Overs Bowling</b>                               | 4 overs (1 day)<br>8 overs (2 day)<br>Maximum spell 4 overs                                 | 4 overs (1 day)<br>8 overs (2 day)<br>Maximum spell 4 overs | 4 overs (1 day)<br>8 overs (2 day)<br>Maximum spell 4 overs |
| <b>Return of Bowlers</b>                                   | Must rest for double the overs bowled in spell (two overs bowled requires a four over rest) | Must rest for double the overs bowled                       | Must rest for double the overs bowled                       |
| <b>Team is out when</b>                                    | 10 out all out                                                                              | 10 out all out                                              | 10 out all out                                              |

**Irrespective of the Grade and batsman cannot retire to be replaced by a previously retired batsman with a Higher Score**

## No Balls / Wides

- Maximum deliveries per over in Rookies is 6
- Maximum deliveries per over in all other grades is 8
- Last over must be 6 legal deliveries
- A No Ball includes:

- A ball passing the batter if in his normal batting position would have passed belt height on the full
- A ball passing the batter above shoulder height in his normal batting position
- A ball that lands off the pitch or bounces twice before the popping crease
- Wides are determined by the Umpire and generally called where a batter could not reasonably play a shot, in consideration to the pace of the delivery and dexterity of the batsman. In this context for a slower bowler batsman are reasonably expected to be able to laterally move to a wider delivery.

## Hours of Play

Friday Night: 430pm (or as close as practicable)

Saturdays: 8.30am

Break of not more than 10minutes after 20 overs bowled

Play to continue until completion of overs or can cease if mutually agreed after 1130am on Saturdays and 730pm on Fridays

## Leg Before Wicket (LBW) Rule

- No LBW applies in Rookies
- In all U12 Grade one warning shall be given for LBW. If a warning is given the delivery is deemed to be a dot ball. On the second occasion where the players is determined to be LBW he will be out.
- In U14/U16 Gades there is no LBW warning

## Run out Bowlers End (“Mankad”)

- Not a form of dismissal in rookies
- U12 – One Warning must be given to batter by bowler
- If attempting a Mankad runout the bowler must not be in his delivery stride.

As a general club policy and in the spirit of the game “Mankad dismissals’ are not to be sought. Bowlers can give warnings acting reasonably.

## Wet and Extreme Conditions

### Extreme Heat

No games shall be played where the measured temperature at Moorabbin Airport is over 37 degrees. For Friday Night games if a match is unable to start by 530pm then the match is abandoned or reverted to a one day match if it day 1 of a 2 day round.

For Saturday Morning games if the Forecast is expected to reach 37 degrees or higher SECA may instruct games to start at 8.15am.

### Thunderstorms and Lightning

Where lighting is seen and thunder is heard within 30 seconds play should be suspended. Play should not resume until 30 minutes after the storm cell has passed.

### Wet Weather

The umpire shall determine if conditions are suitable for play. Where no umpire is presiding the two coaches must mutually agree. If there is a dispute the team wishing to play can request an inspection or a collective discussion with SECA. Both parties can protest a decision to play or not. The intent is always to try and commence play and there is no rule stating that an innings can't commence until any showers/rain has stopped.

Unless a decision is advised beforehand by SECA it is report to grounds.

### Weather Conditions Interrupting Play

#### **One Day Game:**

- If play commences after the schedule start time due to weather conditions but no later than one hour. 1 over will be deducted from the total 40 overs for each three minutes lost. For example if 30 minutes is lost 10 overs are lost and each team will bat for 15 overs.
- If play cannot commence within 1 hour of a scheduled start time the match will be abandoned.
- If the game does commence but is interrupted for more than an hour the game reverts to "Ordinary Conditions", the game shall cease at the scheduled time or if both coaches agree that no further play is possible. If play continues to the scheduled time and there is no clear result (i.e. team batting second is bowled out or achieves the team batting first target) the game is a tie.

#### **Two Day Game:**

- On any day play cannot be abandoned prior to one hour from the scheduled start of play unless by mutual agreement. If on Day 1 no play is possible or less than 20 overs are able to be played, the game shall be rescheduled to a one day match on Day 2.

- If the team batting first is not dismissed on day 1 and play is interrupted for less than 1 hour in total their innings is closed and on day 2 the opposing team will be given the same amount of overs to achieve the target.
- If on Day 1 weather conditions disrupt play for more than 1 hour the game reverts to “Ordinary Conditions” and the batting team has the option of:
  - declaring anytime after 25 overs to encourage a result. The team batting second will be provided with the remaining overs of the day to chase down the score, minus three overs for a change of innings
  - Batting on and receiving the normal scheduled number of overs (which could entail batting into the second day)
  - In this case play on Day 1 and Day 2 must cease at the prescribed finish time
- In the event that Day 1 is uninterrupted but Day 2 is impacted the following rules apply
- If more than 1 hour in total is lost on Day 2 the Game reverts to “Ordinary Conditions” and play must stop at the prescribed finish time or if both coaches agree that no further play is possible. If play continues to the scheduled time and there is no clear result (i.e. team batting second is bowled out or achieves the team batting first target) the game is a tie.
- If less than 1 hour in total is lost on Day 2 play continues until the team batting is afforded its prescribed total number of overs or a result is achieved earlier. The team with the highest runs wins the match.

Irrespective of the above if more than 50% of games in any given grade are abandoned without result all games will be considered a draw. This will not apply however where Day 2 of 2 day games is abandoned but a result was achieved on Day 1.

### Fill-in Rules and Club Guidelines:

- Players can only play in one SECA Junior grade game per weekend.
- SECA allows players to play an additional game as a “Fill in” to achieve proper playing numbers up a grade or age group **for a maximum of Four Games Only**. If this is exceeded the player involved is ineligible to play for his normal team or in finals. A fill-in must be of appropriate ability and must adhere to full participation rules.

## Club and Team Communications

The club maintains a website for critical information and has mailing list for critical communications via email. Please ensure you check your spam box for communications.

Communication Groups are also planned to be established using the WhatsApp platform.

It is recommended that each team establish a chat group using WhatsApp or some other platform for communications.

## Coaching Positions

The Club endeavours to ensure each team has an appointed coach, typically from our Senior Club Ranks. The coach is responsible for conducting training and managing Game Day. In some lower age groups Parent Volunteers may fill coaching roles but the Club will endeavour to provide support and technical development at training sessions.

## Team Manager and Parent Volunteer Roles

The junior program is reliant on parent assistance at training and game day. We require active participation and not the same volunteers taking on responsibilities from game to game and year to year which has been occurring. The club and your own child will welcome involvement. The key volunteer roles include:

- Team Manager
- Scoring
- Game Day ground setup and packing up
- Training assistance at training days and match warmup
- Umpiring

### Team Manager

The Team Manager role can be shared by more than one person but must be in attendance throughout . Key responsibilities include:

#### **Pre Game**

- Confirming availability of players and ensuring the team list is selected in Play HQ prior to the match commencing
- Liaising with Junior Coordinator or other teams to arrange any required fill-in players
- Confirming Parent Volunteers roles for match day (Scorer, Umpire, ground setup)
- Ensuring a game ball is available
- Setting up a roster for the provision of morning or afternoon teas

#### **Match Day Setup**

- Ground setup with the assistance of Parent Volunteers if playing at home
- Introducing yourself to opposing Team Manager and Coach
- Checking that the scoring system either electronically or manually is working
- Ensuring all players have arrived or follow-up absentees

### **During Match**

- Controlling player and parent behaviour
- Monitoring time to ensure match is running to time
- Assistance or witness to any disputes

### **Post Match**

- Ensuring scorers have conferred and agreed on result and match has been correctly closed out
- Ground pack-up and clean if at home
- Checking on-line that all results are fine and making any adjustments as required
- Ensuring all kids have been picked up by parent and not waiting for lift

### **General**

- Assist coach as required
- Obtain from parents any future dates where they will be unavailable.
- Monitor player games to ensure they are eligible for any finals
- Ensure team kit is secured between games
- Ensure game ball availability

## **Team Kits**

Each Team Manager/Coach will be issued a team kit which will comprise of:

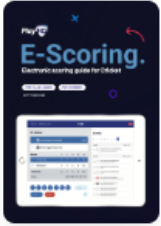
- A set of stumps and bails
- Cones to mark boundary
- Tape measure or rope to measure boundary and creases
- Chalk to mark creases
- White paint spray can to extend popping creases out
- An umpire hand counter
- Practice Balls
- Fold-up chair and seats for scorers
- A physical scoreboard for A Grade teams
- First Aid Kit
- Manual scorebook as required
- New Match Balls
- Pens and pencils
- SECA Handbook / Rules Matrix
- Keeping gloves and pads for rookie level grades

# Play HQ and e-Scoring

Team managers and coaches will be granted team management rights for the PlayHQ system. PlayHQ has some excellent resource and tutorials to aid in team management and e-scoring that can be found at:

<https://support.playhq.com/hc/en-us/articles/23974258420380-Cricket-Scoring-Resources>

## Cricket Scoring Resources

|                                                                                     |                                                                                                                                                                                                                                            |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | <p>Electronic Scoring Tutorial</p> <p><b>15 Minutes</b></p> <p><a href="#">Watch now</a></p>                                                                                                                                               |
|   | <p>Electronic Scoring Booklet</p> <p><b>Applicable to: Club Admins, Scorers</b></p> <p><b>Twenty four pages, 15 minute read</b></p> <p><a href="#">Download Cricket AUS Version</a></p> <p><a href="#">Download NZ Cricket Version</a></p> |
|  | <p>Electronic Scoring Info Sheet</p> <p><b>Applicable to: Club Admins, Scorers</b></p> <p><b>Five pages, 7 minute read</b></p> <p><a href="#">Download now</a></p>                                                                         |
|  | <p>Selecting Team Line-Ups Info Sheet</p> <p><b>Applicable to: Club Admins, Scorers, Coaches, Captains, Team Managers</b></p> <p><b>Three pages, 7 minute read</b></p> <p><a href="#">Download now</a></p>                                 |

It is recommended that all team managers in particular print a copy of the E-scoring booklet that is an excellent guide to resolve any game day issues.

The e-scoring login details for Ormond are:

**Email:** [info@ormondcc.com.au](mailto:info@ormondcc.com.au)

**Password:** Monder1!

## Club Contacts Points

The key contact points for assistance and information are:

**Junior Coordinator** – General issues not covered by the subject matter experts below

Name: Liam Mulcahy

Mobile: 0414 695 848

Email: juniorcoordinator@ormondcc.com.au

### **Player Registration Issues (including Permits and Transfers)**

Name: Mathew Cousins

Mobile: 0414 348 259

Email: mathew.cousins@vgccc.vic.gov.au

### **PlayHQ issues and E-Scoring:**

Contact Name: Paul Zaal

Mobile: 0411 341 974

Email: paulzaal0@gmail.com

### **Uniforms and Team Kits**

Name: Paul Zaal

Mobile: 0411 341 974

Email: paulzaal0@gmail.com

## Season Awards Junior Competition

An awards presentation will occur at the conclusion of the season. The Club presents a batting, bowling and recognition award in accordance with specified guidelines in the Club by-laws.

SECA also presents batting and bowling awards based on the Home and Away season for each competition Grade. There is certain criteria in each category to be met.

# Representative Cricket and Cricket Victoria Junior Pathway

Cricket Victoria has an entrenched pathway program for identifying and cultivating promising Junior talent. This includes

1. Association Based Representative Cricket Carnivals / Tournaments
2. Club Based Representative Cricket Carnivals / Tournaments
3. Talent Programs and Academies
4. U18 Premier Club Competition
5. School Cricket
6. State Under Age Teams

## VMCU Representative Cricket (Association Based)

The first pathway stage for Metropolitan based players is the Victorian Metro Cricket Association (VMCU) Junior Tournament, representing your Association (SECA). The VMCU Tournament is held in early January over a two-week period and incorporates the following Teams:

- Under 12 x 3 Divisions (Mitchell Shield (Div 1), Josh Brown Plate (Div2), Arnold Shield (Div3))
- Under 13 x 2 Divisions (Des Nolan Cup (Div 1), TBC (Div 2)
- Under 14 x 1 Division (Russell Allen Shield)
- Under 17 x 1 Division (Jim Beitzel Shield)

SECA commence trials in September. Trials are invite only based on SECA review of past season player performances and the grade played. Clubs will be provided the opportunity to review the invite list and nominate additional trialists. The trial process is rigorous, involving a number of rounds and practice matches.

## VSDCA/Premier Club Representation

The U15 Craig Shield Tournament is the next stage in the Junior Pathway ran through Victorian Sub-Districts Clubs. Ormond is one of 32 clubs entering teams in this tournament that runs in mid January. Trials are usually held in May-April for most clubs either by invitation or open application. Preference is given to players who have competed in underage VMCU representative competition. Ormond typically runs a selected invite process for its Craig Shield Team and actively looks to include Ormond foundation players. Players aged 14 and 13 at 1 September can only be considered for selection.

The next level of the pathway program is the Dowling Shield U16 Tournament played in Mid January. Only the 18 Premier grade Clubs compete in this competition and players

must first be selected and participate in their Craig Shield Academy program. Players aged 14 and 15 at 1 September can only play Dowling Shield.

#### Talent Programs and Academies

Many Premier Clubs now run Junior Academy Programs where talented players from the age of 12 are invited to participate in a development program in the off-season as prospective representative players.

Players who excel at U16 Dowling Shield level have the opportunity to be selected in the Cricket Victoria U17 Emerging Players Program where specialist training is provided to elite prospects. There is also a similar program for u19.

#### U18 Premier Competition

Players who also excel at the U16 Dowling Shield commonly play in the u18 Premier Club Competition and other grades of Senior Cricket at Association or VSDCA level.

#### School Cricket

Both private and public high schools have their own school-based competitions recognised by Cricket Victoria.

#### State Under Age Representative Teams

Complementing the pathway program are state under age teams that compete in recognised national championship tournaments each year.

The first of these starts at 12 & Under (at 31 December) run by School Sports Victoria with the national tournament typically occurring in October. Selection is by open application with typically over 1200 kids across the state applying. Several rounds of trials occur from February to select a final team by September. The selection process is exhaustive with organisers looking to ensure representation from all different regions of the State.

The next level is 15 and Under (as at 31 December). This is also run by School Sports Victoria but trial selection is invite only based on Craig Shield performances.

Cricket Victoria runs selection of an U17 and U19 team that competes in national championships from their Emerging Players Program. Outstanding performances could lead to selection in National U17 and U19 teams that compete on an international stage.

#### Pathway opportunities and key attributes

The Club wishes to stress that selection for any representative trial, let alone being picked in a playing squad, is an achievement in itself. There is fierce competition for very limited spots, particularly for SECA representation given the volume of clubs. There is a very strong selection focus at all levels of the game for players that are:

- physical athletes;

- power hitters with sound technique;
- exceptional pace or have unique wicket taking spin attributes;
- have superior fielding skills;
- display heightened situational game awareness and/or leadership skills.

The Club is proud to have had a number of Ormond Juniors in the past decade be included in the highest levels of Cricket Victoria Junior Talent Programs, State representation and selection in Premier Teams at Senior Level.



## Transition to Senior Cricket

The Club will actively look to provide opportunities for talented U14 and U16 players to participate in Senior Training and Senior Grade cricket. There are however certain age requirements that need to be met and we do participate in the sub-districts competition, which is of a high standard.

## Additional Playing Opportunities

For eager kids and parents there are other clubs in the surrounding area that participate in different competitions that offer play on alternative days. These include clubs who participate in the:

- Cricket Southern Bayside Junior Competition (ISEC) – U11/U13/U15s
- Box Hill Reporter District Cricket Association (BHRDCA) – U12/U14/U16

- Eastern Cricket Association (ECA) – U10/U12/U14/U16

These associations also have representative team opportunities.

There are many Ormond players that play 2 or 3 matches every weekend. We wish to stress however that parents need to be conscious of players physical workload, particularly pace bowlers to avoid injuries.

Last season Ormond also entered two U14 teams into the MYCA Winter Competition that runs from May to August. This program may continue in 2027 subject to player interest.

## **Professional Coaching**

There are a volume of professional accredited coaches that offer personalised training which is highly recommended. One of the Club's main sponsors is CricketHQ, which is an indoor training facility run by Pat Camm. Pat and his Team provides excellent coaching services, including one on one coaching, winter group programs and school holiday clinics. They also have a range of high quality products such as bats and protective equipment at very competitive prices

<https://www.cricket-hq.com.au/>

## **Appendix 1 – SECA Rules Matrix**

To be included following finalisation by SECA for the 2026/27 season