



This policy shall be implemented by the FTGDCA when the temperature for Scoresby is forecast (issued at 5:05 am on the day of the match) to reach **36 degrees Celsius (34 degrees for Veterans and Women's)** during the hours of play. All decisions will be based on the Bureau of Meteorology forecast available on the day of the match from their web site [here for Web Browsers](#) (click on detail to view by hours – example on page 2) or [here for Mobile devices](#) (only next 24 hrs displayed)

The decision will be taken at least 2 hours prior to the scheduled commencement, or no earlier than 12 hours prior to commencement on match days. Should the policy be implemented notification shall be recorded on the associations Facebook page.

**Cancellation of games** shall be based on a sliding scale:

Grade/Division	Based on Forecast at Scoresby (issued at 5:05 am) on the day of the match
<b>Premier &amp; Premier Reserve Divisions</b>	40 degrees Celsius
<b>Community Cricket Divisions</b>	38 degrees Celsius
<b>Veterans &amp; Women</b>	36 degrees Celsius

In the event of the CFA declaring a **Catastrophic Warning** on the day of a match, **ALL** games will be cancelled. Cancellation of senior games will be communicated via Facebook.

**Modified Match Conditions** – Should the extreme weather policy be implemented, the Executive Committee **may** under the circumstances make the following decisions:

- 1) Premier Divisions Scheduled One Day Games – change the scheduled match format to a T20 match under the T20 rules of the competition.
- 2) All Divisions - Cancel play on day one of a two-day match and reschedule to a one-day match on the second week.
- 3) In Community and Veterans Grades recommend game formats be reduced as per the Table at the bottom of the Policy

Once the heat policy is implemented (over 36c) If both captains agree in Community Cricket Divisions, they may cancel the day's play. **Note: Not applicable in Veterans and Women's games.**

#### **Additional Considerations**

**Shade** – Clubs should provide shaded areas where the batting team, spectators and scorers may shelter.

**Drinks** – Umpires or Captains (where umpires not present) shall allow additional drink breaks without concern as to the extra time beyond the scheduled playing time. Any participant may call for additional drink breaks whilst batting, fielding or umpiring, although every effort should be taken to minimize when this occurs. For example, the drinks should be run onto the ground immediately conclusion of an over and batsmen be ready to take strike with a minimum delay to the fielding team. Bowlers may have drinks placed on the boundary line, which can be consumed at the completion of an over without disrupting play.

**Sun Protection** – Players are reminded of the need for frequent applications of sunscreen and the use of long-sleeved shirts to reduce exposure to the sun. Hats are an essential item and wide brimmed style is recommended, particularly on sunny days.

**Tea Break** – Officially appointed umpires or captains may schedule a longer tea break and play additional make up time after the scheduled time for stumps. This is entirely at the umpires' discretion.

**Slow Play** – Where the required number of overs is not bowled within the scheduled time umpires/captains are to show appropriate leniency where delays are reasonably due to extreme heat affecting the team. Play can be extended until 7.30 pm. If no result by 7.30 pm the match shall be drawn.

**Player Rotation** – After notifying his captain and an umpire (if possible), a player may remove himself from the field at any time for reasons of heat stress. If a team has more than the named eleven players, they may, after notifying the umpire, rotate fieldsman to rest players in extreme heat conditions. Umpires and captains are to pay particular attention to junior players who have played junior cricket earlier in the day for signs of heat stress.

**Heat Stress** - Any player observed to be suffering from heat stress is to be sent from the field by the umpire or captain immediately. Umpires – Where an umpire feels that his health or judgment may suffer because of extreme heat, he may take a break from his duties, after arranging an appropriate substitute.

**First Aid** – Club first aid kits must include aids for the treatment of heat affected participants. Every endeavour should be made to have a club member, who is properly skilled in the treatment of heat affected people, at home games. A notice should be prominently included in or displayed near the first aid kit, explaining treatment of heat affected patients.

**Lightning** – Should any lightning be visible before or during a match, the match is not to commence or players are to leave the field immediately, if the match has commenced. Play is not to commence or resume until a period of at least 30 minutes after no further lightning has been sighted. Any time lost for lightning shall be treated in the same manner as for wet weather.

**Note:** visible does not mean any match official is to make a determination as to how far away it is. If it can be seen it is visible and the lightning policy is to take effect immediately.

**Early Finish** – If the extreme weather policy has been invoked, both captains (if agreeable) may call the game off early after there has been a first innings result, however, both captains must agree for an early finish.

### **Shortened game formats for fixtured One Day Community and Veteran Grades.**

	<b>Community Grades</b>	<b>Veterans Grades</b>
<b>Original Overs per innings</b>	<b>35</b>	<b>36</b>
<b>Overs per innings</b>	<b>20</b>	<b>24</b>
<b>Bowling restriction</b>	<b>4 overs per bowler</b>	<b>4 overs per bowler</b>
<b>Batting restriction</b>	<b>Retire at 60</b>	<b>Retire at 30</b>