

APPLICATION

- a) These Playing Conditions shall apply to all scheduled 40-over matches in the Third Grade competitions; and
- b) Except as varied hereunder, the Laws of Cricket (2017 Code, 3rd Edition – 2022) shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the SCA.
- c) All references to the SCA shall mean the SCA's Women's Competition Sub- Committee and its Secretary.
- d) Every provision of the Laws of Cricket, and these Playing Conditions is to be read as applying to women and girls equally as to men and boys.

2.1 LAW 1 (THE PLAYERS) shall apply subject to as follows:

- (a) A team may consist of up to 12 players. Only 11 players are allowed to be on the field at any one time whilst the opposition team is batting.
- (b) Where a team nominates 12 players for a match, one player in that team shall not be permitted to bat. This player does not need to be nominated prior to the commencement of the match.

2.1.1 Qualifications of Players

- (a) General
 - (i) Each Club shall submit prior to the commencement of the season, a signed declaration that each player to be registered with the club will have agreed with the terms and conditions contained in the SCA registration form.
 - (ii) Each player shall register with the SCA by completing an SCA registration form prior to their first match in a season.
 - (iii) Each club shall enter electronically, prior to each player's participation in a match, each player's registration details in the Club's PlayHQ database.
- (b) Grade Competitions
 - (i) No player shall register or play with more than one Grade club in any one season, except with the permission of the SCA.
 - (ii) Players taking part in a Third Grade competition must be a **minimum age of 15 years of age**, except with the permission of the SCA. Players selected in the U15 CNSW Metro Youth Academy or Country equivalents for the season in question are permitted to play without prior permission from the SCA
- (c) Former International and State Representatives Eligibility

Former open age International and State representatives, and former open age Australian and State squad members, or overseas equivalents, must be granted prior approval by the SCA before they may compete in Third Grade. A written application, which must set out in detail the reasons for seeking such approval, must be received by the SCA no later than midnight on the Wednesday preceding the first match for which approval is sought.

(d) **First Grade Players**

Players who have participated in First Grade during the season shall not be eligible to play Third Grade with no exemptions possible.

(e) Second Grade Players

Players who have participated in five or more matches in Second Grade during the season shall not be eligible to play Third Grade, unless the permission of the SCA has been granted

(f) Ratings

- (i) No player may compete in a Grade below that for which they are given a rating, except with the permission of the SCA (see Playing Condition 2.1.1(h)).
- (ii) The SCA shall have the right to apply ratings to any player who, in the previous season, gained selection in a State squad for its respective National Titles and/or Australian representation (see also playing Condition 2.1.1 (j)(x)). Ratings shall apply as set out in the table below for representative ratings

Represented in Previous Year	Rating Applied
ICC Full Member International Representative, WNCL squad [*] , WBBL squad [^]	First Grade
ICC Associate International Representative, Australian U19 Squad*, CNSW Metro or ACT/Country U19 Squad [*] , Australian Indigenous Squad	Second Grade

^{*} Or interstate/territory equivalent.

[^] Also applies to any player in a 2025/26 team or squad named prior to the SCAWC season's commencement.

- (iii) In carrying out its fiduciary duty, the SCA may prevent or restrict a player's participation in Second Grade, Third Grade and/or Brewer Shield if it determines that a player's relative ability and experience is considered to be unfair to the competition generally

(g) Playing Up a Grade

A player may compete in any Grade above and including the Grade in which they are rated, without restriction.

(h) Playing Down a Grade

A player may compete in any Grade below that in which they would normally compete subject to their rating. A rated player may only play in a Grade below their rating with the prior approval of the SCA. A written application, which must set out in detail the reasons for seeking such approval, must be received by the SCA no later than midnight on the Wednesday preceding the first match for which approval is sought.

(i) Two or more matches on the Same Weekend

A player may compete in two or more different teams on the same weekend, provided that the matches must be in the same and/or higher Grades than that in which the player is rated, and that they do not compete in two or more matches on the same day.

(j) Overseas Players

- (i) Any player who is not an Australian citizen, and who has been resident in Australia for less than six full months immediately prior to registration with a club, is deemed to be an overseas player. Subject to the provisions of Playing Condition 2.1.1(j)(ix) the SCA will consider any prior written application from a club to not consider and register such a player as an overseas player.
- (ii) An overseas player shall not register or play with a club unless that player is registered with the SCA.
- (iii) The consent of the SCA must be obtained prior to an overseas player registering or playing with any club. A written application must be received by the SCA no later than midnight on the Wednesday preceding the first match for which approval is sought.
- (iv) Where the SCA permits an overseas player to participate in matches and register and play with a club, it will register that player as an overseas player for that club.
- (v) At the conclusion of any season, an overseas player shall cease to be bound to the club for which the player participated unless bound by a contractual agreement entered into by the club and player.
- (vi) There is no restriction on the number of overseas players that a club may register in any one season.
- (vii) In any one round, a club is not permitted to play more than three overseas players, except with the prior permission of the SCA.
- (viii) Any overseas players are able to be registered at any point during the season.
- (ix) Subject to the provisions of Rule 2.1.1(j)(i) a non-Australian citizen may travel overseas at any time during the six months preceding their participation at SCA level if the player is deemed to be a resident in Australia for six full months prior to playing in a match in order to not be considered an overseas player.
- (x) An overseas international player is defined as a player who has represented any country other than Australia in the 12 months preceding midnight on 31 August prior to the cricket season in question, where that country is ranked in the top six in the World for One Day International matches by the ICC as at the last time ratings were published by the ICC. This definition takes precedence over the definition of an overseas player as outlined at 1.1.1(j)(i). Each competing club in the First-Grade competition shall be permitted to have a maximum of one overseas international player with the following exception: each competing club in the First-Grade competition that has less than two members in any current WNCL squad (as at 1 July prior to the cricket season in question) as registered members may register one additional overseas international. A written application must be received by the SCA no later than midnight on the Wednesday preceding the first match in which the player wishes to play. The SCA reserves the right not to grant permission if any request is deemed inappropriate.

(k) Eligibility for Finals Series

(i) General

- (A) A player may not play in a Third Grade Finals Series match unless the player has played 5 or more matches in Third Grade during the

season, in 40-over and/or Twenty20 format, or unless the permission of the SCA has been granted.

- (B) Matches in the Brewer Shield competition do not contribute towards eligibility in Third Grade.
- (C) For the purposes of this playing condition, for the player to have 'played' in a match, they must have been physically present at the venue during the hours of play.
- (D) For the purposes of finals qualification Brewer Shield is considered a higher grade than Third Grade.

(ii) Application for Approval

- (A) Any application for permission to play under this Playing Condition must be made in writing to the SCA, in line with the SCAWC policy for determination of applications.
- (B) Such application must be made no later than 5:00pm on the Tuesday preceding the Finals Series match in question.
- (C) If the SCA has granted approval for a player to play in a Finals Series match under 2.1.1(k)(ii)(A), that approval shall automatically extend to any subsequent Finals Series round in the same Grade, and no further application is required.

(l) NSW Cricket Association By-Laws

A player may be an ineligible player under the provisions of NSWCA By-Law 4 (Code of Conduct) and NSWCA By-Law 11.6 (Defaulters).

2.1.2 Law 1.2 (Nomination and replacement of players) shall be replaced by as follows:

(a) Exchange of Team Sheets

- (i) Each Captain, before tossing, must give to the other Captain a list of up to 12 players and no alteration may be made without the consent of the opposing Captain. If a Captain is unavailable at that time, a deputy shall nominate the players and toss for choice of innings, as set out in Law 1 (The Players) and Law 13 (Innings).
- (ii) The team list must identify all players under 19, 17, 15, or 13 years of age on 31 August prior to the cricket season in question, in the area provided.

(b) An umpire shall take a photograph of both team sheets prior to the toss. The umpire shall keep the photograph of both team sheets until the end of the season.

(c) In the event of a club entering two or more teams into the same grade or competition, squads must be nominated for each team prior to the season commencing. Players must only play for the team in which they are nominated throughout the season, except with the permission of the SCA.

2.1.3 Protective Equipment – The Batter

Refer to SCA Helmet Policy.

2.1.4 Protective Equipment – the Wicketkeeper

Refer to SCA Helmet Policy.

2.1.5 Clothing

(a) The design of clothing worn by players representing teams in scheduled SCA matches is subject to the provisions of the SCA's Apparel Policy.

- (b) The wearing of coloured clothing and advertising logos on players' clothing is permitted subject to the prior approval of the SCA.
- (c) In order to assist in the identification of players, the use of names and/or numbers of players on the shirts is encouraged, subject to the provisions of the SCA's Apparel Policy

2.1.6 Use of Ineligible Player

Refer to Playing Condition 2.16.11

2.2 LAW 2 (THE UMPIRES) shall apply subject to the deletion of Law 2.2 (Change of Umpire), and as follows:

2.2.1 Two SCA-Appointed Umpires Present

- (a) Where two SCA-appointed Umpires are present, they shall officiate together for the duration of play.
- (b) Subject to Law 2 (The Umpires), those Umpires shall be the final judges of the fitness of the ground, weather and light for play.

2.2.2 Only One SCA-Appointed Umpire Present

- (a) Where only one SCA-appointed Umpire is present that Umpire shall officiate at the non-striker's end only.
- (b) Subject to Law 2 (The Umpires), that Umpire shall be the final judge of the fitness of the ground, weather and light for play.
- (c) Where only one SCA-appointed Umpire is present at the scheduled match commencement time and the Captains are unable to agree on the appointment of another, the SCA-appointed Umpire present shall appoint an Umpire to officiate until another SCA-appointed Umpire is able to commence duty.

2.2.3 No SCA-Appointed Umpire Present

- (a) Where no SCA-appointed Umpire is present, the Captains shall appoint Umpires. Any such Umpire shall have first registered with the SCA by completing an SCA registration form, which the Captain's club shall submit to the SCA no later than 14 days following their appointment as an Umpire.
- (b) Those Captains shall be the final judges of the fitness of the ground, weather and light for play.
- (c) Where the Captains are in disagreement over the fitness of the ground, weather and light for play, the status of the match at the time of the disagreement is to continue until such time as mutual agreement is achieved, or the scheduled finishing time for the match is reached or the minimum quota of overs has been attained, whichever is the latest.

2.2.4 LAW 2.7 (Fitness for Play) shall apply subject to as follows:

- (a) Artificial Lighting
The use of artificial light to supplement natural daylight, in any match, is not permitted.
- (b) Lightning
 - (i) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
 - (ii) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter,

the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this Playing Condition.

(c) Extreme Heat

Refer Extreme Heat Policy.

(d) The Pitch and Ground Preparation

- (i) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play.
- (ii) In the event that the pitch or ground is unsuitable or dangerous for play at the scheduled time for commencement of play, the host club shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable. In appropriate circumstances, this Playing Condition may oblige the host club to prepare and make ready a substitute pitch.

(e) Match Pitch

Where the umpires decide that a pitch is unreasonable or dangerous for play, the following procedure shall be followed:

- (i) Where both captains agree to play on another pitch, the captains shall note their agreement on their Match Reports, and advise the umpires, and the match shall continue on that pitch, and the match result shall stand.
- (ii) Where both captains do not agree to play on another pitch, the match shall be either abandoned, or played under protest (subject to 2.2.2 (e) (iii) below). If the match is played under protest:
 - (A) The protesting captain shall advise the umpires and opposing captain prior to the continuation of play; and
 - (B) Each umpire, and each captain's club, shall advise the SCA in writing of the reasons for either not playing, or playing under protest, within 1 working day.
- (iii) The right to protest shall cease if the protesting team has gained any competition points from the result of the match.

(f) Rain

After an interval or interruption, subject to the other provisions of Law 2.8, immediately if the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the player to resume play. It should be noted that the Laws of Cricket do not require rain to stop, prior to Umpires resuming play at such times

(g) Responsibilities of Umpires

Subject to Law 2 (The Umpires) and Playing Condition 2.2, SCA-appointed Umpires are the final judges of the fitness of the pitch, ground, weather and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

2.3 LAW 3 (THE SCORERS) shall apply subject to as follows:

- (a) A printed or handwritten score record shall be available, at all times during play.
- (b) Any scorer wishing to score by electronic device shall, at regular intervals, verify that the scores have been correctly input and synchronised to PlayHQ.

- (c) A scorebook or scoresheets must be available in the event of a failure that prevents continued electronic scoring.
- (d) In the event that an electronic device is used, it is recommended that a scorebook or linear sheets is also used, by either scorer.

2.4 LAW 4 (THE BALL) shall apply subject to as follows:

2.4.1 Law 4.2 (Approval and control of balls)

- (a) Balls used in all competitions shall be red, two-piece, 142g first quality Kookaburra stock. Each fielding team shall have one new ball for its innings.
- (b) The umpires shall retain possession of the match ball throughout the duration of the innings when play is not actually taking place. During play, the umpires shall periodically inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

2.4.2 Law 4.5 (Ball lost or becoming unfit for play)

- (a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a similar standard Kookaburra ball that has had a similar amount of wear (subject to 2.4.2 (c) and 2.4.2 (e) below).
- (b) In the event that a suitable similar standard Kookaburra ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement ball becomes available
- (c) The two captains may agree to continue play with a lesser standard Kookaburra ball that has had a similar amount of wear, in the event that a suitable similar standard ball is not available.
- (d) Subject to 2.4.2 (b) above, the number of overs and/or time lost whilst play has been suspended shall be added on to the last session. The period for which play is suspended shall not count as part of playing time.
- (e) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition and colour, for use if required.

2.5 Law 5 (THE BAT) shall apply.

2.6 LAW 6 (THE PITCH) shall apply subject to as follows:

2.6.1 Law 6.5 (Non-Turf Pitches)

- (a) Third Grade matches must be played on a synthetic pitches only

2.7 LAW 7 (THE CREASES) shall apply.

2.8 LAW 8 (THE WICKETS) shall apply.

2.9 LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply subject to the following.

2.9.1 General

For each day of each match, the playing area must always be prepared to best-possible standard

2.10 LAW 10 (COVERING THE PITCH) does not apply.

2.10.1 General

All participants in every match are to strive to maximise opportunities to play.

2.11 LAW 11 (INTERVALS) shall apply subject to as follows:

2.11.1 Law 11.2 (Duration of Intervals)

- (a) The interval is 30 minutes, subject to Playing Condition 2.11.1(d) and computed from the end of the innings of the team batting first.
- (b)
 - (i) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. The interval of 30 minutes shall remain and the 60 minutes of extra time reduced accordingly.
 - (ii) If all available extra time has been exhausted and the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. The interval shall be reduced so the innings of the team batting second can commence as scheduled. No interval between innings shall be less than 10 minutes
- (c) Where the innings of the team batting first finishes in less than 20 overs, the interval may be reduced to a minimum of 15 minutes, providing both Captains and Umpires agree.
- (d) No interval is to be taken where there is no play before 2:59pm, or where the first innings finishes after 4:47pm. Where play starts at 2:59pm or thereafter, or where the first innings finishes after 4:47pm, a 10-minute break for change of innings will take place at the conclusion of the first innings.
- (e) Where more than 60 minutes of playing time is lost during the innings of the team batting first, the length of the interval is reduced to 20 minutes.

2.11.2 Law 11.9(a) (Intervals for drinks) shall apply subject to as follows:

- (a) Two drinks interval may be taken during each innings, at a minimum interval of 50 minutes. In the event of extreme heat, Umpires and Captains may agree on additional drinks breaks.
- (b) Captains should ensure drinks are ready at least 5 minutes prior to any scheduled drinks break.
- (c) The time taken for drinks is not to be considered as playing time for the purpose of any overs quota.
- (d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in approved clothing and equipment.

2.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to as follows:

2.12.1 Amendment to Match Date(s) or Venue

- (a) Amendment to Match Date(s) - match dates may only be amended with the permission of the SCA. Any club wishing to amend the dates of a match must first apply in writing to the SCA, setting out the reasons for that application. Applications must be received by the SCA no later than 48 hours prior to the scheduled start of the match.
- (b) Amendment to Match Venue - Match venues may only be amended with the consent of the opposing club and with the prior permission of the SCA. Any club wishing to amend the venue of a match must first apply in by writing to the SCA, setting out the reasons for that application. Applications must be received by no later than 5:00pm on the day prior to the scheduled start of the match

- (c) In the event of wholly unforeseen circumstances and unrelated to inclement weather, a club may amend the date(s) and/or venue of a match outside the time limit specified, with the prior approval of the SCA Secretary or an SCA Committee Member. The result of that match shall be subject to subsequent ratification by the SCA
- (d) For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

2.12.2 Playing Hours

- (a) Scheduled playing time is from 12:30pm to 5:50pm.
- (b) For all matches played during non-daylight-saving periods, every time specified in these playing conditions shall be brought forward 30 minutes

2.12.3 Playing Time Lost Before, or During, the Innings of the Team Batting First

- (a) If the match is unable to commence by 4:11pm (3:35pm in a final), it shall be abandoned and declared a draw.
- (b) If the commencement of play is delayed, or there is any interruption(s) to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 60 minutes of playing time lost and reduced under Playing Condition 2.12.3(d) if more than 60 minutes of playing time is lost during the day.
- (c) Where more than 60 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced at the rate of one over for each 7.2 minutes of playing time lost in excess of 60 minutes (refer to Tables from page 24).
- (d) Where the number of overs to be received by each team is reduced the finishing time for the innings of the team batting first shall be rescheduled.
- (e) Incomplete or fractions of overs are to be ignored.
- (f) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 60 minutes.

2.12.4 Playing Time Lost after the innings of the Team Batting First

- (a) If the innings of the team batting second is unable to commence by 5:38pm (5:20pm in a final), the match shall be abandoned and declared a draw.
- (b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second shall be unaffected for the first (aggregate) 60 minutes of playing time lost, and then reduced, or further reduced, at the rate of one over for each 3.6 minutes of scheduled playing time lost, subject to Playing Conditions 2.12.4(d) and 2.12.4(e) (refer to Tables from page 24).
- (c) Where the innings of the team batting second commences prior to 3:20pm, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to 3:20pm, in addition to the up to 60 minutes of playing time provided for by Playing Condition 2.17.3(b).
- (d) If it is not possible for the team batting second to have the opportunity to bat for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 16.66 overs per hour, for time lost.
- (e) Incomplete or fractions of overs are ignored.
- (f) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 60 minutes.

- (g) If playing time is lost after the scheduled finishing time, the deduction is continued, or commenced, at the same rate.

2.12.5 Late Starts

Umpires are to note in their Match Reports any late start to play and the reason for the delay.

2.12.6 Loss of Entire Day's Play or Ground Closed

Where there is no play on the scheduled day of a match, the home club must complete and submit to the SCA a report setting out the reasons why play was not possible.

2.12.7 Law 12.6, Law 12.7 & Law 12.8 (Last Hour of Match) shall not apply.

2.13 LAW 13 (INNINGS) shall apply subject to as follows:

- (a) each team shall be limited to one innings; and
- (b) the captains shall toss for the choice of innings on the field of play and in the presence of one or both umpires no earlier than 30 and no later than 15 minutes before the scheduled or any rescheduled time for the match to start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl. Note the provision of Law 1.3 (Captain).

2.14 LAW 14 (THE FOLLOW-ON) shall not apply

2.15 LAW 15 (DECLARATION AND FORFEITURE) shall not apply.

2.16 LAW 16 (THE RESULT) shall apply subject to as follows:

2.16.1 Competition Points

- (a) Points shall be awarded for results gained, as follows:

Code	Result	Points
1	Win	6
1.1	Win with run-rate 1.25 times that of opposing team, subject to (c)(i) and (ii) below	7
1.2	Win with run-rate 2.00 times that of opposing team, subject to (c)(iii) and (iv) below	8
2	Tie	3
3	Draw or no result	3
4	Loss	0
5	Bye	4
6	Forfeiting Team- Loss	-8
7	Forfeit Win	Max*

Max*: Refers to the maximum number of points awarded in any match in the competition in that round.

- (b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting last. In addition, the innings of the side batting second shall

be deemed completed when the scheduled overs have been bowled, subject to 2.17.1(c).

- (c)
 - (i) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and one-quarter ($1\frac{1}{4}$) times that of the opposition.
 - (ii) In order for the team batting second to gain one bonus point, the victory must be achieved by the end of the 32nd over (or in a reduced overs match, it must bat for no more than 80% of its maximum number of overs).
 - (iii) In order for the team batting first to gain two bonus points, it must achieve victory with a run-rate two (2) times that of the opposition.
 - (iv) In order for the team batting second to gain two bonus point, the victory must be achieved by the end of the 20th over (or in a reduced overs match, it must bat for no more than 50% of its maximum number of overs).
 - (v) Where matches are shortened, and targets revised, bonus run-rates and bonus defensive targets are derived as a function of the revised par score and maximum overs.

2.16.2 Match Result

- (a) A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of 20 overs (25 overs in a Grand Final), notwithstanding one or both teams had been dismissed in fewer than 20 overs (25 overs in a Grand Final). A match shall be declared a draw or no result if both teams have not had the opportunity to bat for a minimum of 20 overs (25 overs in a Grand Final) because:
 - (i) the innings of the team batting first could not commence by 4:11pm (3:35pm in a final) in Third Grade or
 - (ii) the innings of the team batting second could not commence by 5:38pm (5:20pm in a final) in Third Grade or
 - (iii) the innings of the team batting second would be reduced to less than 20 overs (25 overs in a Grand Final) as a result of an interruption to play after its commencement.
- (b) In any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs is the winner.
- (c) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs (25 overs in a Grand Final) but have not had the opportunity to bat for the same number of overs, the results shall be determined by the run-rate of each team.
- (d)
 - (i) A team's run-rate is calculated by dividing its total number of runs scored by its total number of overs received.
 - (ii) For the purposes of run-rate calculations, each fair delivery bowled counts as one sixth of an over.
 - (iii) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received its maximum number of overs.
 - (iv) The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost.
- (c) Subject to 2.16.1(c), a match shall cease when the team batting second passes the total number of runs of the team batting first, or is dismissed, or it receives its maximum number of overs, or has reached its recalculated target score, whichever occurs first

2.16.3 Premiership Positions

- (a) Points gained and lost in each scheduled match shall count towards positions in the 40-over premiership table for each Grade.
- (b)
 - (i) Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher Net Run Rate shall occupy a higher relative position.
 - (ii) A team's Net Run Rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs scored against that team throughout the competition (runs scored / overs faced – runs conceded / overs bowled).
 - (iii) A team that is dismissed shall be deemed to have faced the maximum number of overs allowed in that match.
- (c) Finals Series Format

The format for the Finals Series shall be as follows:

 - (i) Semi-Finals
 - (A) Semi-Finals are played after the preliminary rounds, as follows – 1st v 4th, and 2nd v 3rd.
 - (B) The teams that contest the Semi-Finals but do not qualify for the Grand Final shall be awarded 3rd and 4th positions, according to their relative positions after the preliminary rounds
 - (ii) Grand Final
 - (A) The higher ranked team in each Semi-Final shall contest the Grand Final, unless it is defeated by the lower ranked team, which shall then contest the Grand Final.
 - (B) The team that wins the Grand Final shall be declared Premier.
 - (C) If no result, or a tie, is achieved in the Grand Final, the higher ranked team shall be declared Premier.
 - (D) The SCA will determine the venue for each Finals Series match.
 - (E) The SCA may, in its absolute discretion, determine to reschedule a Grand Final match in which a result could not be achieved.

2.16.4 Club Championship

- (a)
 - (i) The Grade Club Championship shall comprise of teams competing in First Grade, Second Grade, Third Grade, and Brewer Shield competitions, subject to 2.16.4(a)(iii).
 - (ii) In the Grade Club Championship, competition points gained by teams in the Limited Over and Twenty20 Competitions shall be multiplied by five in First Grade, four in Second Grade, three in Brewer Shield, and two in Third Grade.
 - (iii) In the event of two or more teams from any one club competing in the same grade or competition, their Club Championship points will be an average of both teams' points earned.
- (b) The Grade club with the highest total number of preliminary round points gained in the Limited Over and Twenty20 Competitions shall be declared the winners of the Club Championship.

- (c) If two or more clubs have equal number of points at the conclusion of the preliminary rounds, they shall become joint winners of the Club Championship, or jointly occupy a position on the final table.

2.16.5 SCA Rule 22 (Investigations of Matches, Protests and Disputes)

- (a) Any club wishing the SCA to adjudicate on any dispute in connection with any match shall, within 1 working day after the dispute has arisen, forward to the SCA a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club.
- (b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, the SCA has the power to investigate the circumstances of any match in such manner as in its absolute discretion the SCA thinks fit, under the provisions of SCA Rule 22 and these Playing Conditions.
- (c) After carrying out such an investigation, the SCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
 - (i) was unfair and could have influenced the outcome of the match; or
 - (ii) was unfair to any teams in the same competition; or
 - (iii) was unfair, in the context of the Club Championship, to any of the clubs in the same competition.
- (d) The SCA's powers include, but are not limited to, the power to:
 - (i) award a match to one team, or both teams jointly;
 - (ii) deduct such competition points from, or award competition points to, either team in a match, as the SCA in its absolute discretion thinks fit;
 - (iii) amend or extend the scheduled hours of play in a match;
 - (iv) commence or continue a match on an adjoining pitch, or at another venue;
 - (v) give such directions to the host club, regarding the manner in which work should be carried out on a pitch and ground, as the SCA in its absolute discretion thinks fit; and
 - (vi) fine, suspend or disqualify a player or club.

2.16.6 Nomination of Players (Playing Condition 2.1.2)

The refusal by a Captain or their deputy to exchange team lists prior to the toss renders the offending team liable to being considered by the SCA to have conceded the match.

2.16.7 Fitness of Ground, Weather and Light (Playing Condition 2.2.4)

- (a) The SCA may investigate whether the pitch and ground for any match has been prepared both to the best possible standard, and as soon as is reasonably practical.
- (b) In its investigation, the SCA may without limitation consider all surrounding circumstances, including:
 - (i) the condition of the pitch and ground, both at the time and during previous matches;
 - (ii) weather conditions, both at the time and prior to the match;
 - (iii) the method and use of pitch protection and ground preparation equipment; and
 - (iv) the likelihood of the pitch and ground being made ready for play in time to achieve a result in the match.

2.16.8 Law 16.3 (Umpires awarding a match)

- (a) The team that is awarded a match may receive up to a maximum of 8 points, and the opposing team may be penalised up to a maximum of 6 points.
- (b) Where a match is awarded against a team, any other team of that club which, in that round, plays a match in a Grade lower than that of that team may gain no points from its match, unless play has commenced in the match which has been awarded.
- (c) In any Finals Series match, a team that is awarded a match may be deemed to have won the match, and the opposing team may be deemed to have lost the match.

2.16.9 Law 16.8 (Correctness of result)

In any match, the captains shall be responsible for ensuring that the scorebooks are accurate. Where the scores of the match are in dispute, the captains and umpires shall, at the conclusion of the day's play, investigate and verify the correctness of the scorebooks and determine the correct result before leaving the ground.

2.16.10 Use of an Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Condition 2.1 and 2.24:

- (a) The team concerned may be regarded as having lost the match or matches in which such player participated and may forfeit any points gained.
- (b) The opposing team may receive up to a maximum of 8 points.
- (c) Where the team concerned gained no points from the match, six points may be deducted.
- (d) The SCA or the NSW Cricket Board may take further action against the club concerned, if it deems fit.

2.16.11 Right of Appeal

A club may appeal to the NSW Cricket Board against any determination by the SCA arising from a match in which it competed, in accordance with the SCA Rules.

2.16.12 Forfeits

- (a) (a) In the event that a team notifies the SCA that they are unable to field a team for that match, a forfeit shall be awarded to the opposing team. The opposing team shall receive the maximum number of points awarded in any match in the same Grade in that round. A penalty of eight (8) points shall be deducted from the forfeiting team's competition points and may be required to pay the ground hire costs of the host club to a maximum of \$200.00. An invoice for such costs shall be sent to the SCA, made out in the name of the club that forfeited the match
- (b) Any team which does not appear for a match, and that has not given the notice outlined in 2.16.12(a), shall be recorded as having forfeited the match. A penalty of eight (8) points shall be deducted from that team's competition points, and the club may be required to pay ground hire costs as outlined in 2.16.12(a).
- (d) When any team forfeits a match, no points are awarded to any other teams of that club which, in that round, plays a match in a Grade lower than that of the team which forfeits the match. This does not apply where play has commenced in a match that is subsequently forfeited. Please note this clause only applies to teams in First to Third Grades and does not include the Brewer Shield.
- (e) Any team scheduled to play against a team which at any stage during the game is unable or refuses to continue with the match may, on written appeal to the SCA, be

awarded the match and receive the maximum number of points awarded in any match in the same Grade in that round. The forfeiting team shall receive no points for the match.

- (f) Where no other game is completed due to forfeits, teams forfeited to will be awarded points for a win (6).
- (g) A team shall comprise a minimum of seven players for an entire match.

2.16.13 Withdrawal from the Competition

- (a) In the event that any team withdraws from any Grade of the competition, any points scored against that team shall be disregarded. Individual performances against that team will be counted with respect to SCA awards and player career statistics.
- (b) In the event that any team withdraws from any Grade of the competition, any member of that team who wishes to continue playing shall be registered with another team of the same club.
- (c) A player whose team withdraws from any Grade of the competition shall be permitted to register with another club under the following circumstances:
 - (i) the entire club is withdrawn from the competition.
 - (ii) the player's rating does not permit them to play with another team within the club (see Playing Condition 2.1.1(d)).
 - (iii) the player's club does not have a team which suits their ability level (e.g. the player is Third Grade standard and the only other team the club offers is First Grade).
- (d) Any such re-registration with another club must be made with the approval of the SCA. A written application, which must set out in detail the reasons for seeking such approval, must be received by the SCA no later than midnight on the Wednesday preceding the first match for which approval for re-registration is sought. Individual performances by such a re-registered player shall be counted with respect to SCA awards only within the Grade in which they were made. (That is, if a player scores 200 runs with a Third-Grade team which is subsequently withdrawn, and then joins a second team and scores a further 300 runs in Third Grade, they shall be regarded as having scored 500 runs for the season in Third Grade).
- (e) Any team adjudged by the SCA to have forfeited three games in any season will be asked to show cause to the SCA as to why they should not be disqualified for the season. Penalties for infringement of this playing condition are at the discretion of the SCA.

2.17 LAW 17 (THE OVER) shall apply subject to as follows:

2.17.1 Quota of Overs

- (a) Each team shall bat for a maximum of 40 overs, unless dismissed earlier, and provided there is no loss of playing time.
- (b) A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs.
- (c) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.
- (d) An over shall comprise a maximum of 8 deliveries regardless of the number of wides, no balls etc. provided that:

- (i) if the 8th delivery is a no ball, a 9th and final delivery shall be bowled, and;
- (ii) in the last over of an innings, the over shall continue until six fair deliveries have been bowled.

2.17.2 Maximum Overs per Bowler

- (a)
 - (i) No bowler shall bowl more than 8 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
 - (ii) If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance.
- (b) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.
- (c) In the event of a bowler being removed from bowling and unable to continue for any reason, and each other player having bowled their maximum allocated overs, then the opposition team shall elect which bowler/s shall complete the remaining over/s, subject to 2.17.4.

2.17.3 Loss of Playing Time

- (a) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.
- (b) The finishing time shall be rescheduled by the amount of playing time lost, up to a maximum of 60 minutes.
- (c) The calculation of the number of overs to be bowled shall be based on an average rate of 16.66 overs per hour in the total playing time available. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the rescheduled finishing time. That time may be extended to allow for one extra over for both teams to be added if required.
- (d) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs.
- (e) Incomplete or fractions of overs are ignored.

2.17.4 Restriction of Underage Bowlers

- (a) No medium pace or faster bowler (broadly defined by one or both Umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play as set out below:

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A INNINGS
Under 19	7	8
Under 17	6	8
Under 15	5	8
Under 13	4	8

(b) Length of Break

- (i) All Grades including Age competitions – The break between spells is to be a minimum of 30 minutes (including any interruptions to play).
- (ii) A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined in 2.17.4(a), may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break between spells will apply, and the break within the spell is disregarded.
- (iii) If any interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.

(c) Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during an innings:

- (i) If the bowler begins with medium pace (or faster), the bowler is subject to the Playing Condition throughout the day; and
- (ii) If the bowler begins with slow bowling and changes to medium pace (or faster), the Playing Condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

(d) Management

- (i) It is the responsibility of the fielding Captain to ensure that this Playing Condition is upheld. The Umpires will assist in maintaining records to enable the enforcement of this Playing Condition together with the Scorers of the match. Scorers must notify the Umpires and fielding Captain whenever a bowler reaches the maximum number of overs they may bowl without a break and must notify the Umpires immediately if a bowler starts (or is about to start) an over when they are not permitted to bowl under this Playing Condition.
- (ii) If the Umpires become aware of breaches of this Playing Condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- (iii) Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the Umpires shall make the final decision on its application based on information available from the Scorers or other sources.

Examples (all assuming bowlers aged 16, and bowling fast unless otherwise indicated):

1. A bowler bowls 4 overs and is taken off by the Captain. They are brought back from the other end after 15 minutes. They may bowl a further 2 overs, after which they cannot bowl for at least 30 consecutive minutes.
2. A bowler bowls 5 overs and is then taken off. They return to bowl 75 minutes later. This is considered a new spell, and they can bowl 3 overs in that spell (subject to their daily limit).
3. A bowler bowls 4 overs, and play is then interrupted for 20 minutes. They resumes bowling on resumption (a total of 24 minutes since they last bowled,

by the time they commences the second over after the interruption). They can bowl only 2 more overs before being required to have a 30-minute break.

4. A bowler bowls 4 overs, and play is then interrupted for 20 minutes. They then wait a further 10 minutes after the resumption and resumes bowling. This is the commencement of a new bowling spell, and they are permitted to bowl up to 4 overs in this spell (subject to their daily limit).

2.18 LAW 18 (SCORING RUNS) shall apply subject to as follows:

2.18.1 Batter scoring 50 runs

A batter who scores 50 runs or more must retire not out and may only resume their innings after all members of their team have had an opportunity to bat, and there still being overs remaining to be bowled. If multiple batters retire as a result of scoring 50 runs or more, these batters must resume their innings in the sequential order that they retired. Any such retirement shall not be counted as a dismissal for the purposes of calculating batting averages.

2.19 LAW 19 (BOUNDARIES) shall apply subject to as follows:

2.19.1 The Boundary of the Field of Play

The aim shall be to provide the largest playing area, subject to no boundary exceeding 50 metres from the centre of the pitch being used. The boundary must be brought in a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing.

2.20 LAW 20 (DEAD BALL) shall apply.

2.21 LAW 21 (NO BALL) subject to related SCA policy regarding doubtful bowling actions. (Refer SCA Doubtful Bowling Action Policy), and as follows:

2.21.1 Synthetic Pitches

On a non-turf pitch, the width of the synthetic surface shall be regarded as the width of the pitch and return crease. Any ball pitching off this surface, or deviating from its edge, shall be called and signalled “no ball” immediately by the Umpire at the bowler’s end.

2.21.2 Law 21.1(b) (Mode of delivery) shall be replaced by as follows:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the Umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

2.21.3 Free Hit after a No ball

The delivery following a No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide ball), then the next delivery will become a free hit for whichever batter is facing it.

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

Field changes are not permitted for free hit deliveries unless:

- (a) There is a change of striker, or
- (b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

2.22 LAW 22 (WIDE BALL) shall apply.

2.23 LAW 23 (BYE AND LEG BYE) shall apply.

2.24 LAW 24 (FIELDERS ABSENCE, SUBSTITUTES) shall apply subject to as follows:

2.24.1 Interchange of fielders

Interchange of fielders named in the team as defined by Playing Condition 2.1(a) without restriction is permitted, providing no playing time is wasted.

A substitute from outside the nominated team can only be used once all nominated players have been utilised.

In the event of a team nominating 11 or less than 11 players, the use of a substitute fielder from outside the nominated team is permitted subject to the prior approval of the umpires. Any such substitute must be a registered player with a club in the SCA Women's Competition.

2.24.2 Use of Ineligible Player

Refer Playing Condition 2.16.11.

2.24.3 Law 2.5 (Fielder absent or leaving the field) shall be replaced by as follows:

This Playing Condition 2.24.3 shall only apply to a player whose position in the field is taken by a player from outside the nominated team as defined in Playing Condition 2.1(a).

- (a) If a fielder fails to take the field with their team at the start of the match or at any later time, or leaves the field during a session of play, the Umpire shall be informed of the reason for their absence, and they shall not thereafter come onto the field during a session of play without the consent of the Umpire. The Umpire shall give such consent as soon as practicable. If a player leaves the field;
 - (i) The player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent.
 - (ii) The player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their team's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier, when their team has lost five wickets.
- (b) The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- (c) In the event of a fielder already being off the field at the commencement of an interruption in play through adverse conditions of ground, weather or light, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the Umpires that they are fit enough to take the field had play been in progress and then takes the field on resumption of play.

2.25 LAW 25 (BATTER'S INNINGS; RUNNERS) shall apply subject to as follows:

2.25.1 Batter Retiring

- (a) An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- (b) Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes they shall be recorded in the scorebooks as "Retired – not out" as described above.
- (c) A team is considered dismissed and deemed to have lost 10 wickets, even if batters are absent, ill or injured.

2.26 LAW 26 (PRACTICE ON THE FIELD) shall apply.

2.27 LAW 27 (THE WICKET-KEEPER) shall apply subject to as follows:

Refer to Playing Condition 2.28.2

2.28 LAW 28 (THE FIELDER) shall apply subject to as follows:

2.28.1 Fielding Restrictions

- (a) At the instant of delivery, there may be no more than five fielders on the leg side. In the event of an infringement of this Playing Condition, either Umpire shall call and signal No ball.

2.28.2 Protective Equipment – The Fielder

Any player must wear protective equipment at all times while fielding within 10 metres of the striker, except when fielding behind the wicket on the off-side, or as a wicket-keeper standing back. Such protective equipment is defined as a helmet with a grille (Refer to SCA Helmet Policy).

2.29 LAW 29 (THE WICKET IS DOWN) shall apply.

2.30 LAW 30 (BATTER OUT OF THEIR GROUND) shall apply.

2.31 LAW 31 (APPEALS) shall apply.

2.32 LAW 32 (BOWLED) shall apply.

2.33 LAW 33 (CAUGHT) shall apply.

2.34 LAW 34 (HIT THE BALL TWICE) shall apply.

2.35 LAW 35 (HIT WICKET) shall apply.

2.36 LAW 36 (LEG BEFORE WICKET) shall apply.

2.37 LAW 37 (OBSTRUCTING THE FIELD) shall apply.

2.38 LAW 38 (RUN OUT) shall apply.

2.39 LAW 39 (STUMPED) shall apply.

2.40 LAW 40 (TIMED OUT) shall apply.

2.41 LAW 41 (UNFAIR PLAY) shall apply subject to as follows:

2.41.1 Law 41.6(a) (Bowling of fast short pitched balls)

- (a) A bowler shall not be allowed to bowl any fast short pitched delivery.
- (b) A fast short pitched delivery is defined as a ball which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position at the crease.
- (c) In the event of the bowler bowling a fast short pitched delivery as defined in 2.41.1(b) the Umpire at the bowler's end shall call and signal No Ball and then tap the head with the other hand. In addition, when the ball is dead, the Umpire shall caution the bowler, inform the Captain of the fielding side, the batter at the wicket, and the other Umpire of what has occurred. This caution shall apply throughout the innings. For the avoidance of doubt, in third grade matches, the bowler's end umpire shall call and signal No Ball on every instance of a fast short pitched delivery bouncing above the shoulder (including above the head) of the striker standing upright in their normal guard position at the popping crease.
- (d) If there is a second instance of the bowler being no balled for bowling a fast short pitched delivery in the same innings, the Umpire shall repeat the procedure in 2.41.1(c) and advise the bowler that this is their final warning.

- (e) Should there be any further instance by the same bowler in that innings, the Umpire shall call and signal No Ball and, when the ball is dead, direct the Captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- (f) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (g) The umpire shall report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- (h) The umpires shall then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

2.41.2 Law 41.7 (Bowling of High Full Pitched Balls) shall apply subject to as follows:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.
- (b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.
- (c) In the event of a bowler bowling a high full pitch delivery as defined in playing condition 2.41.2(b) (i.e a beamer), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred
- (d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (f) The umpire shall report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- (g) The umpires shall then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

2.41.3 Deliberate bowling of non-pitching deliveries.

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair as defined in clause 2.41.2 (b) was deliberately bowled, then the first and final warning process shall be dispensed with. The umpire at the bowler's end shall:

- (a) Call and signal No ball.
- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.
- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (e) Report the occurrence to the other umpire, to the captain of the batting side and the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

2.42 LAW 42 (Code of Conduct) shall apply subject to as follows:

- (a) Any Club member, Umpire or Club Official engaging in disorderly or improper behaviour, either on or off the field, and whether taking part in a match or not, breaches the Code of Conduct and may be dealt with by the SCA.
- (b) Where a Club member, Umpire or Club Official is reported for an alleged breach of the Code of Conduct, the procedures set out in the SCA's Rules must be followed (refer to the Rules of Sydney Cricket Association).
- (c) Each club shall appoint or elect each of its officials and volunteers to Membership of the club, in order to ensure that each such person is bound by the SCA's Code of Conduct. Such persons shall include all those serving as honorary or paid umpires, scorers, coaches, selectors, team managers, team support staff, ground managers and canteen staff. Such Membership may be Honorary, Non-Playing, or of any other form that is available to the club.
- (d) Between commencement and conclusion of any innings, team coaching staff and supporters: -
 - (i) May enter (max 2) the field of play only at scheduled drinks intervals;
 - (ii) Must not delay play by word or action (without permission from the match umpires) or enter the field of play except during drinks intervals or with the permission of the match umpires.

TABLE 3 – LOSS OF PLAY IN 40 OVER MATCHES

Refer to Playing Condition 2.12 for provision to make up lost time PRIOR TO reducing overs.

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 7.2 minutes lost.

For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 7.2 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
8	1	80	11
15	2	87	12
22	3	94	13
29	4	101	14
36	5	108	15
44	6	116	16
51	7	123	17
58	8	130	18
65	9	137	19
72	10	144	20

For time lost DURING INNINGS OF THE TEAM BATTING SECOND, reduce innings by 1 over for each WHOLE 3.6 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
4	1	40	11
8	2	44	12
11	3	47	13
15	4	51	14
18	5	54	15
22	6	58	16
26	7	62	17
29	8	65	18
33	9	69	19
36	10	72	20

**TABLE 4 – LATE START IN THIRD GRADE MATCHES
40 OVER MATCHES**

1	2	3	4	5	6	7	8
BATTING 1st TIMES		INTERVAL (MINUTES)	BATTING 2nd TIMES		INNINGS TIME (MINUTES)	OVERS PER TEAM	MINUTES LOST
START	FINISH		START	FINISH			
12:30	2:55	30	3:25	5:50	145	40	0
12:40	3:05	30	3:35	6:00	145	40	0
12:50	3:15	30	3:45	6:10	145	40	0
1:00	3:25	30	3:55	6:20	145	40	0
1:10	3:35	30	4:05	6:30	145	40	0
1:20	3:45	30	4:15	6:40	145	40	0
1:30	3:55	30	4:25	6:50	145	40	0
1:40	4:01	30	4:31	6:52	141	39	10
1:50	4:07	30	4:37	6:54	137	38	20
2:00	4:10	30	4:40	6:50	130	36	30
2:10	4:16	30	4:46	6:52	126	35	40
2:20	4:23	30	4:53	6:56	123	34	50
2:30	4:26	30	4:56	6:52	116	32	60
2:40	4:36	20	4:56	6:52	116	32	60
2:50	4:42	20	5:02	6:54	112	31	70
3:00	4:52	10	5:02	6:54	112	31	70
3:10	4:55	10	5:05	6:50	105	29	80
3:20	5:01	10	5:11	6:52	101	28	90
3:30	5:08	10	5:18	6:56	98	27	100
3:40	5:10	10	5:20	6:50	90	25	110
3:50	5:17	10	5:27	6:54	87	24	120
4:00	5:20	10	5:30	6:50	80	22	130
4:10	5:26	10	5:36	6:52	76	21	140
4:11 match abandoned if no play by 4:11pm							