

APPLICATION

- (a) These Playing Conditions shall apply to all matches in the Chappelow Cup competition. All matches are played as 40 overs a side cricket on Sundays.
- (b) Except as varied here under, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the Community Competitions Coordinator at Cricket NSW.
- (c) All references to 'Competition Management' in these Playing Conditions shall mean the Community Competitions Coordinator at Cricket NSW.

THE LAWS OF CRICKET: THE PREAMBLE- THE SPIRIT OF CRICKET

The Preamble applies to all participants of the Chappelow Cup competition and makes team captains responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. All players are bound by the competitions Code of Conduct.

6.1 LAW 1 (THE PLAYERS) shall apply subject to the following:**6.1.1 Qualifications of Players**

- (a) General
 - (i) Each player shall register with a club in **PlayHQ** prior to their first match in a season.
 - (ii) Each club shall obtain photographic identification in order to authenticate the registration of a player appearing at a club for the first time.
 - (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** cricket management system.
 - (iv) No player may play for more than one team in the same round of the Chappelow Cup competition, except as a substitute in accordance with Law 24 of the Laws of Cricket.
 - (v) No player shall register or play with more than one club in any one season in the Chappelow Cup competition.
 - (vi) A player who has played NSW Premier Cricket Grades 1-4 or Sydney Shires Cricket Grades 1-2 in the current season are NOT eligible to play in the Chappelow Cup without prior permission from the competition management.
 - (vii) No player with First-Class or List-A match experience shall play in the Chappelow Cup without the prior permission of competition management. For the purposes of this playing condition, 'First Class' or 'List A' is defined as any match granted such status by the ICC.
 - (viii) In carrying out its fiduciary duty, the competitions governing body may prevent or restrict a player's participation in Chappelow Cup if it determines that a player's relative ability and experience is considered to be unfair to the competition generally.
- (b) Overseas Players
 - (i) There are no restrictions on overseas players in the Chappelow Cup competition.
- (c) Finals Series - General
 - (i) A player may not play for a team in a Finals Series match in the Chappelow Cup unless the player has played seven (7) or more

matches for that specific team or unless the permission of the competition management has been granted.

- (ii) For the purposes of this playing condition, for a player to have “played” in a match, team lists must have been exchanged and the match must have commenced.
- (e) Finals Series – Application for Approval
 - (i) Any application for permission to play under this Playing Condition must be made in writing to the competition management, clearly setting out details of the player's performances in all matches during the season and the reasons for the player's selection in a higher grade or grades.
 - (ii) Such application must be made no later than 12:30pm on the Tuesday prior to the Finals Series match in question.
 - (iii) If the competition management has granted approval for a player to play in a Finals Series match under (a) above, that approval shall automatically extend to any subsequent Finals Series round in the Chappelow Cup, and no further application is required.

6.1.2 The Team

A team shall consist of 11 players.

6.1.3 Law 1.2 (Nomination and replacement of players) shall be replaced as follows.

- (a) Exchange of Team Sheets
 - (i) Each captain, before tossing, must give to the other captain a list of 11 players and no alteration may be made without the consent of the opposing captain. Team Lists must include at a minimum the players first initial of their first name and their surname in full. 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 14 years of age on 31 August prior to the cricket season in question, in the area provided.
- (b)
 - (i) 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.
 - (ii) Should there be no officially appointed umpire(s) present, each captain shall retain the opposing team's list until the end of the season

6.1.4 Player Eligibility – Players “Doubling Up”

- (a) Not applicable.

6.1.5 Protective Equipment - The Batter

Helmets must be worn as per the Helmet policy conducted by the Sydney Cricket Association in all Premier Cricket and Shires Cricket competitions.

6.1.6 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.

6.1.7 Use of Ineligible Player

Refer Playing Condition 6.16.13.

6.2 LAW 2 (THE UMPIRES) shall apply subject to the following:**6.2.1 Only One Appointed Umpire Present**

- (a) Where only one officially 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 sole judge of the fitness of the ground, weather and light for play.
- (c) Where only one appointed umpire is present at the scheduled match commencement time and the captains are unable to agree on the appointment of another, the appointed umpire present shall appoint an umpire to officiate until another appointed umpire is able to commence duty.
- (d) An officially appointed umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets. The captain of the fielding team has the right to ask for an unofficial umpire to be replaced immediately upon request.

6.2.2 No Appointed Umpire Present

- (a) Where no officially appointed umpire is present, the captains shall appoint umpires.
- (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.

6.2.3 Non-Appointed Umpires

- (a) People when acting in the role of a player/umpire shall not be permitted to use mobile phones while on the field. Where a breach of this playing condition occurs the official umpire shall initially issue a first and final warning to the person involved as well as the captain of the batting side. Such warning shall also advise that further breaches during the rest of the innings by any person shall see the opposition side awarded five (5) penalty runs.
- (b) People when acting in the role of a player/umpire shall not wear white clothing. At the minimum a contrasting coloured shirt or jacket shall be worn
- (c) People when acting in the role of a player/umpire shall not hold any players protective equipment

6.2.4 Law 2.3 (Fitness for play) shall apply subject to the following.

- (a) 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.
- (b) **Extreme Heat**
Refer to Sydney Cricket Association Extreme Heat Policy.
- (c) **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 on each scheduled playing day.
 - (ii) In the event that the pitch or ground is unreasonable 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.
- (d) **Rain**
After an interval or interruption, subject to the other provisions of Law 2.8, play shall resume unless either Umpire considers that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.
- (e) **Responsibilities of Umpires**
Subject to Law 2 (The Umpires) and Playing Condition 6.2, officially appointed umpires are the sole 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.

6.3 LAW 3 (THE SCORERS) shall apply.

- a) All matches in the competition must be E-Scored as well as being scored with at least one paper-based scorebook.
- b) It is the responsibility of the Home team to provide the E-Scoring device. During the match it is the responsibility of the batting side to E-Score.
- c) Failure of the club that is batting at any time to E-Score that innings will result in the following sanctions –
 - 1st Offence – Competition management will issue the offending club a formal warning.
 - 2nd Offence – Competition management will issue a final warning advising that any further offences in the season will result in a loss of competition points.
 - 3rd Offence – One (1) competition point will be deducted from that club's season tally.
 - 4th Offence – Two (2) competition points will be deducted from that club's season tally.

- Further Offences will attract a Three (3) competition points deduction from that club's season tally.

d) The above-mentioned sanctions will be in place from Round one (1).

6.4 LAW 4 (THE BALL) shall apply subject to the following:

6.4.1 Law 6.4 (Approval and control of balls)

- (a) A new ball will be used at the start of each innings.
- (b) Four (4) piece leather balls of a good standard may be used. The colour of the balls to be used will red.
- (c) Ball Type
The balls to be used may be the following brands:
 - Kookaburra Regulation
 - Kookaburra Club
 - Kookaburra Senator
- (d) Any ball deemed as a second quality (traditionally identified with a black X near the seam) is also allowed to be used in this competition.

6.4.2 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 ball that has had a similar amount of wear.
- (b) 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.

6.5 LAW 5 (THE BAT) shall apply.

6.6 LAW 6 (THE PITCH) shall apply subject to no match being played on a synthetic pitch.

6.7 LAW 7 (THE CREASES) shall apply.

6.8 LAW 8 (THE WICKETS) shall apply.

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

6.10 LAW 10 (COVERING THE PITCH) shall apply, subject to:

6.10.1 General

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

6.10.2 Pitch Covers

- (a) Pitch covers are to be made available and used for all matches, unless the permission of the competition management has been granted to the contrary.
- (b) Laying of Covers
 - (i) The pitch must be entirely protected against rain up to the commencement of play and for the duration of the match.
 - (ii) Pitch covers must be laid as late as possible overnight prior to the day's play and, if the weather is fine, raised as early as possible the next morning.
 - (iii) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.

- (iv) If on consecutive days, separate matches between the same clubs are to take place, then at the conclusion of the day's play, the officiating umpires and visiting captain shall satisfy themselves that the covers have been properly laid prior to the following day's play.
- (c) It is the responsibility of the home club to immediately advise the secretary of the opposing club, by telephone, when, for any reason, it is not possible to lay pitch covers overnight prior to any day's play. If the home club is unable to advise the secretary of the opposing club as set out above, it must send an SMS or email to the secretary of the opposing club and to the competition management.
- (d) Pitch covers are to be laid at the same time each day and raised at the same time each day, except as required by wet or threatening weather or when the condition of the pitch is such that laying covers will have no, or a detrimental, effect upon the pitch.

6.10.3 Forms of Pitch Covering

All pitch covers are to be appropriate and, unless the prior written permission of competition management has been granted to the contrary, they are to be:

- (a) a minimum of 30m x 10m in size, to cover pitch and bowlers' approaches;
- (b) made of a suitable material (not single layer landscaper's plastic);
- (c) used over a hessian underlay, which covers the pitch area; and
- (d) used in accordance with methods approved and distributed by the Sydney Cricket Association for matches in Premier and Shires cricket.
- (e) A match-pitch undercover (min 3m x 22m) must be laid, as well as the main cover and hessian underlay, in all matches, unless the prior permission of the competition management has been granted.

6.10.4 Finals Series

Competition management may determine additional pitch covering requirements for Finals Series matches.

6.11 LAW 11 (INTERVALS) shall apply subject to the following:**6.11.1 Law 11.2.2 (Duration of intervals)**

- (a) The interval is 25 minutes, computed from the end of the innings of the team batting first.
- (b) Where the innings of the team batting first ends in fewer than 20 overs, the length of the interval is reduced to 10 minutes. The second innings then proceeds without any further intervals other than scheduled drinks breaks. For clarity - a "tea" break shall not occur once the second innings of the game has commenced.
- (c) Where a match starts late with a reduced number of overs the length of the interval is immediately reduced to 20 minutes. Refer to Late Start Table on last page of document.

6.11.2 Law 11.8.1 (Intervals for drinks) shall apply subject to the following

- (a) One drinks interval per innings shall be permitted, taken at the end of the 20th over. If a wicket falls during the 20th over then drinks will be taken immediately. Under conditions of extreme heat, the umpires may permit extra intervals for drinks.

- (b) Where a match is reduced to less than 40 overs a side then drinks shall be taken at the halfway point of each innings provided that no drinks break will be allowed for any innings of less than 25 overs in duration.
- (c) 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.

6.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following:

6.12.1 Amendment to Match Date(s) or Venue

- (a) Amendment to Match Date(s) - match dates may only be amended with the permission of competition management. Any club wishing to amend the dates of a match must first apply in writing to competition management, setting out the reasons for that application. Applications must be received by competition management 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 competition management. Any club wishing to amend the venue of a match must first apply in by writing to competition management, 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, a club may amend the date(s) and/or venue of a match outside the time limit specified, with the prior approval of competition management. The result of that match shall be subject to subsequent ratification by competition management
- (d) For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

6.12.2 Hours of Play (Matches played in Daylight Saving)

- (a) Scheduled playing time is as follows;
 - (i) Session One: 12:15pm to 2:55pm
 - (ii) Innings Interval: 2:55pm to 3:20pm
 - (iii) Session Two: 3:20pm to 6:00pm
- (b) For all matches played during non-daylight-saving periods, every time specified in these rules shall be brought forward by 60 minutes.

6.12.3 Extra "Make Up" Time

30 minutes of extra time is available where the start of play is delayed, or play is suspended. Extra time is to be exhausted before any reduction to the prescribed number of overs. This means that the latest a match can finish in the event of wet weather is 6.30pm in daylight saving time and 5.30pm in non-daylight-saving time. When more than 30 minutes is lost prior to the start of the second innings one over is lost (per side) for each whole 8 minutes lost. Once the first innings is completed one over is lost for each whole 4 minutes lost.

6.12.4 Early Completion of First Innings

Where the first innings is completed ahead of the scheduled time allotted to that innings, then any unused time must be added onto the 30 minutes of "make up" time as described in 6.12.3 before losing overs if an interruption happens after the end of that first innings.

6.12.5 Late Start Table

Refer to last page of document to view the late start table which should be used to reschedule a days play that starts late.

6.13 LAW 13 INNINGS shall apply subject to the following:**6.13.1 Uninterrupted Match**

- (a) Each team shall bat for 40 (six-ball) overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (160 minutes), play shall continue until the required number of overs has been bowled.
- (c) If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved.

6.13.2 Delayed or Interrupted Matches

- (a) Twenty (20) overs is the minimum number that can constitute a match
- (b) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 20 overs each team), subject to the provisions of clause 6.13.3 and 6.13.4. The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over every 4 minutes) in the total time available for play.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations re number of overs.

6.13.3 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 15 overs per hour or one over every four (4) minutes. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled or the innings is completed.

6.13.4 Delay or Interruption to the Innings of the Team Batting Second

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of one (1) over per four (4) minutes in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

- (d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (e) A fixed time will be specified for the close of play by applying a rate of one (1) over per four (4) minutes. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (f) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

6.13.5 The Toss

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 30 minutes before the scheduled start, or minimum 15 minutes before any rescheduled later 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).

6.14 LAW 14 (THE FOLLOW ON) shall not apply.

6.15 LAW 15 (DECLARATION and FORFEITURE) shall not apply.

6.16 LAW 16 (THE RESULT) shall apply subject to the following:

6.16.1 Competition Points

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

Result	Points
Win on first innings	6
Win on first innings, with a run-rate one and two thirds (1⅔) times that of opposing team.	7
Tie on first innings	3
Draw or no result	0
Loss on first innings	0
Bye (subject to 6.16.1(d))	0
Forfeit	-6
Forfeit Win	Max*

Max*: Refer to clause 6.16.18

- (b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting second.
- (c)
 - (i) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two thirds 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 24th (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).

- (iv) Where matches are shortened and targets revised through the run rate method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.
- (d) Bye points will not be awarded where the competition has an uneven number of teams.

6.16.2 Match Result

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of clause 6.13, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 20 overs because:
 - (i) The innings of the team batting first could not commence by 3.30pm daylight saving time
 - (ii) The innings of the team batting second could not commence by 5.10pm daylight saving time or,
 - (iii) The innings of the team batting second would be reduced to less than 20 overs, 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, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method. The following guidelines are applicable to a run rate determined result –
 - (i) A team’s run rate is calculated by dividing its total score 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 that maximum number of overs when calculating its run rate.
 - (iv) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining – For Example - Team A batting first scores 6/160 off 40 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 40 to 20. The revised target score is therefore 81. As soon as 81 is scored the match is over and no further play is required even though there are overs not yet bowled.

6.16.3 Chappelow Cup Grand Final - Super Over (One Over Per Side Tiebreaker)

- (a) This Playing Condition is only applicable to the Chappelow Cup Grand Final the application which shall be equivalent to that applicable in Sydney Cricket Association Game 3 – refer to Game 3 Clause 3.16.3

6.16.4 Target Score

- (a) If the innings of the side batting second is suspended (with at least 20 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by the run rate score determined at the instant of the suspension of the match. If the score is equal on run rate, the match is a Tie.

6.16.5 Premiership Positions

- (a) Positions on the competition table shall be determined based on the 'points average' if there is an uneven amount of byes.
- (b) The points average is determined based on the total number of points divided by the total number of matches played. Byes do NOT count as matches played.
- (c) Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.

6.16.6 Chappelow Cup Finals Series

- (d) (a) Quarter Finals
- (i) The eight most highly ranked teams after the preliminary rounds shall proceed to the Quarter Finals.
- (ii) The Quarter Finals shall be played as follows:
1st v 8th, 2nd v 7th, 3rd v 6th and 4th v 5th
- (e) Semi Finals
- (i) The higher-ranked team in each Quarter Final shall contest the Semi-Finals, unless it is defeated by the lower-ranked team in its Quarter-Final.
- (ii) The winner of each Quarter Final in which a result is achieved, and the higher-ranked team in each drawn or tied Quarter Final, shall then be re-ranked 1st, 2nd, 3rd and 4th, according to their relative positions after the preliminary rounds.
- (iii) Semi-Finals shall then be played as follows: 1st v 4th, and 2nd v 3rd.
- (f) Grand Final
- (i) 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.
- (ii) Subject to 6.16.3, If no result, or a tie, is achieved in the Grand Final, the finalists shall be declared joint premiers.
- (iii) The competition management will determine the venue for each Finals Series match.
- (iv) The Grand Final shall be scheduled on a Sunday. A reserve date for the Grand Final shall be the following Sunday if no result is achieved.

6.16.7 Club Championship

- (a) Not applicable.

6.16.8 Loss of Competition Points - Slow Over Rates

- (a) Teams shall lose competition points when the appointed umpire deems that a team has not completed its innings within the required over rate which is 15 overs per hour.
- (b) Over rates will be determined at the rate of one over required for every four minutes of clock time each innings, using the following table. A penalty can only be applied for an innings of 120 minutes or more in duration. Refer to Over Rate Table below.

Mins	Overs	Mins	Overs	Mins	Overs
120	30	148	37	176	44
124	31	152	38	180	45
128	32	156	39	184	46
132	33	160	40	188	47
136	34	164	41	192	48
140	35	168	42	196	49
144	36	172	43	200	50

- (c) Failure to bowl the minimum number of overs set out in the Over Rate Table above will render the bowling team liable to a penalty of 0.2 points for each such over not bowled, which shall be deducted from a team's season competition points, immediately a team has accumulated 10 such overs for the season, and which shall continue to be deducted for all overs not bowled in any future innings.
- (d) Umpires will report over rate penalties on their match report to the Governing Body. As part of that report umpires will give allowances for unusual delays which is restricted to player injury, lost balls, additional drinks breaks, and time lost due to delays caused by the batting side. The first drinks break in an innings is not an allowable time allowance.
- (e) As it is the fielding side that **chooses** to bowl over and around the wicket, the constant movement of sightboards shall NOT be an allowable time allowance.
- (f) The captain, or their nominated deputy, may question and discuss with the umpires any over-rate penalty to be applied, but must do so before leaving the ground at the end of the relevant day's play. Competition management does not have the authority to review any penalty applied by the umpires under this playing condition
- (g) An example of an umpires over rate penalty on their match result sheet would look like this –

Total Innings Duration (in minutes)	167
Minutes of time allowances (if any)	7
Total Time Used (in minutes)	160
Overs Bowled to Complete Innings	37.5
Overs Required for the Time Used	40

Numbers of (whole) Overs Behind

- 2

6.16.9 Captain's Match Report

- (a) It is the responsibility of each Captain and, in turn the Captain's Club, to submit electronically by 12:30pm on the Wednesday following each match, an assessment on the performance of the officially appointed umpire.
- (b) The captain's report must be completed only after the scorers have agreed on all scores.
- (c) Assessments on the performance of the officially appointed umpire are required as it is on the basis of captains' assessments that all umpires are appointed to, or retained on, the various panels. The assessment must be an objective and accurate assessment from the team captain.
- (d) The captain's report must be correctly and fully completed by the captain.
- (e) The captain's report is required for each and every match where play took place.
- (f) Should any captain's report be incorrect or incomplete, it will be returned to the Club in question for correction or completion.
- (g) A penalty of \$50 per team per match may be imposed on any club which fails to comply with this playing condition. A further penalty of \$50 may be imposed for each additional week that any report remains outstanding.

6.16.10 - Investigations of Matches, Protests and Disputes

- (a) Any club wishing competition management to adjudicate on any dispute in connection with any match shall, within one working day after the dispute has arisen, forward to competition management 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, competition management has the power to investigate the circumstances of any match in such manner as in its absolute discretion competition management thinks fit, under the provisions of Sydney Cricket Association By Law Rule 22 and these Playing Conditions.
- (c) After carrying out such an investigation, competition management 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
- (d) Competition management 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 competition management 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 competition management in its absolute discretion thinks fit; and
- (vi) fine, suspend or disqualify a player or club.

6.16.11 Nomination of Players (Playing Condition 6.1.3)

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 competition management to have conceded the match.

6.16.12 Fitness of Ground, Weather and Light (Playing Condition 6.2.5)

- (a) Competition management 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, competition management 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 or further result in the match.

6.16.13 Covering the Pitch (Playing Condition 6.10)

- (a) A team that has breached the above Playing Condition may be penalised 6 points and may be deemed to have lost the match.
- (b) The opposing team may receive up to a maximum of 7 points and may be deemed to have won the match.

6.16.14 Law 16.3 (Umpires awarding a match)

- (a) The team that is awarded a match may receive up to a maximum of 7 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.

6.16.15 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.

6.16.16 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 6.1

- (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 7 points;
- (c) where the team concerned gained no points from the match, 6 points may be deducted; and
- (d) Competition management may take further action against the club or player concerned, if it deems fit.

6.16.17 Right of Appeal

A club may appeal to the NSW Cricket Board against any determination by competition management arising from a match in which it competed, in accordance with these playing conditions.

6.16.18 Forfeits

- (a) A match will be defined as a forfeit where a team communicates in advance of the scheduled start time of its inability to be able to play the match. A match shall also be defined as a forfeit where the umpires award the match under law 16.3 to the opposing side due to a refusal to play.
- (b) Where a team loses by forfeit, six competition points may be deducted and a mark of zero be allocated to that team's spirit of cricket mark for the match. Further, competition management may in its absolute discretion impose additional sanctions if it sees fit to do so.
- (c) Where a team wins by forfeit a minimum of six competition points shall be awarded. However, if another team in the same grade, in the same round, wins a game with a higher number of points then that number of points shall be awarded to the team winning by forfeit.
- (d) Where a team forfeits a game and no play takes place the appointed umpire shall be entitled to a match payment equivalent to the amount that the forfeiting club would normally be invoiced for. If however that umpire is re-allocated to a different umpiring opportunity then the payment in question shall not be payable.

6.17 LAW 17 THE OVER shall apply subject to the following.**6.17.1 Maximum Overs per Bowler**

- (a) No bowler shall bowl more than 8 overs in an innings.
- (b) 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.
- (c) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (d) In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

6.17.2 Restrictions on 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 in the following table:

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL
Under 19	8
Under 18	8
Under 17	6
Under 16	6
Under 15	5
Under 14	4

(b) Length of Break

- (i) The break between spells is to be a minimum of 30 minutes (including the luncheon and tea intervals and any interruptions to play).
- (ii) A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined in (a) above) 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 of 30 minutes between spells shall 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) (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 not permitted to bowl under this Playing Condition.

- (ii) If the umpires become aware of a breach 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 and 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.
3. 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).

6.18 LAW 18 (SCORING RUNS) shall apply.

6.19 LAW 19 (BOUNDARIES) shall apply.

6.20 LAW 20 (DEAD BALL) shall apply.

6.21 LAW 21 (NO BALL) shall apply subject to the following and subject to the related Sydney Cricket Association policy regarding doubtful bowling actions.:

6.21.1 Free Hit After a No Ball

- (a) The delivery following any 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 a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

6.21.2 Accidental No Ball Call

With players performing Square Leg umpiring duties in this competition it is to be noted that the Laws of Cricket gives sole jurisdiction to the bowlers end umpire only to call and signal No Ball for a high full toss and/or fielding restriction breaches. In the event of the Square Leg umpire calling No Ball for such a delivery that call will be considered

null and void and if not ruled a No Ball by the bowlers end umpire then anything occurring on that delivery (including a dismissal) shall stand.

6.22 LAW 22 (WIDE BALL) shall apply subject to the following.

- (a) There are no "one day cricket" wides in this competition. Wides shall be interpreted as per the Laws of Cricket which are the same as Two day matches played in the Sydney Premier and Sydney Shires competitions.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease.
- (c) For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over Wide interpretation shall be applied. This action to be taken after the bowler has been given a first and final warning that future negative bowling will be called a wide

6.23 LAW 23 (BYE and LEG BYE) shall apply.

6.24 LAW 24 (FIELDER'S ABSENCE; SUBSTITUTES) shall apply subject to the following:

6.24.1 Use of Ineligible Player - Refer Playing Condition 6.16.16

6.24.2 Fielder Absent or Leaving the Field (Law 24.2 shall be replaced by the following)

- (a) If a fielder fails to take the field with their side at the start of the match or at any time later, 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 on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
- (b) If the player is absent from the field for longer than 8 minutes:
 - (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 the 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 side'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 side has lost five wickets.
- (g) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal such as a pulled muscle) whilst participating earlier in the match and consequently has 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).
- (h) In the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, they shall be allowed to count any such stoppage time as playing time, provided that they personally informs the umpires when they are fit enough to take the field had play been in progress.

6.25 LAW 25 (BATTER'S INNINGS; RUNNERS) shall apply with the addition of:

Refer to Sydney Cricket Association Helmet Policy.

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

6.27 LAW 27 (THE WICKET-KEEPER) shall apply subject to the following:

6.27.1 Protective Equipment – The wicket-keeper

Refer to Sydney Cricket Association Helmet Policy.

6.28 LAW 28 (THE FIELDER) shall apply with the addition of the following:

6.28.1 (Fielding Restriction Area)

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals.

6.28.2 Fielding Restrictions

- (a) At the instant of the bowler's delivery, there may not be more than 5 fielders on the leg side. In the event of infringement of this clause by any fielder, either umpire shall call and signal No Ball.
- (b) In addition to the restriction contained in clause (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- (c) Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:
 - (i) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 10 inclusive.
 - (ii) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 11 to 30 inclusive
 - (iii) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 inclusive
- (d) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball" notwithstanding that where only one official umpire is appointed that any non appointed player umpire at square leg shall not have jurisdiction to make this call (refer 6.21.3).
- (e) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the below table. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	5	10	5
21	5	11	5
22	5	11	6
23	6	11	6
24	6	12	6
25	6	13	6

26	6	14	6
27	6	14	7
28	7	14	7
29	7	15	7
30	7	16	7
31	7	16	8
32	8	16	8
33	8	17	8
34	8	18	8
35	8	18	9
36	9	18	9
37	9	19	9
38	9	20	9
39	9	20	10

6.28.3 Movement by the Fielder other than Wicket-Keeper

Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following.

A fielder is moving to a position to avoid a fielding restriction breach after the ball has come into play but before the ball has been delivered and if, in the umpires' opinion, such movement has arisen through seeking to correct an oversight rather than a deliberate attempt to obtain an advantage.

6.28.4 Protective Equipment - The Fielder

Refer to Sydney Cricket Association Helmet Policy.

- 6.29 LAW 29 (THE WICKET IS BROKEN)** shall apply.
- 6.30 LAW 30 (BATTER OUT OF THEIR GROUND)** shall apply.
- 6.31 LAW 31 (APPEALS)** shall apply
- 6.32 LAW 32 (BOWLED)** shall apply.
- 6.33 LAW 33 (CAUGHT)** shall apply.
- 6.34 LAW 34 (HIT THE BALL TWICE)** shall apply.
- 6.35 LAW 35 (HIT WICKET)** shall apply.
- 6.36 LAW 36 (LEG BEFORE WICKET)** shall apply.
- 6.37 LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 6.38 LAW 38 (RUN OUT)** shall apply.

6.39 LAW 39 (STUMPED) shall apply.

6.40 LAW 40 (TIMED OUT) shall apply.

6.41 LAW 41 (UNFAIR PLAY) shall apply subject to the following:

6.41.1 Dangerous and Unfair Bowling applies subject to the following;

- (a) A bowler shall be limited to two (2) fast short pitched delivery per over.
- (b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast-short pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batter, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called and signalled "Wide".
- (e) For the avoidance of doubt any fast-short pitched delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short pitched deliveries in that over.
- (f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- (g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is their final warning for the innings.
- (i) 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 forth with. 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.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- (l) The umpires will then report the matter to the Governing Body who shall take such action as is considered appropriate against the captain and the bowler concerned.

6.41.4 Sight screen adjustment (Time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

6.42 LAW 42 PLAYER'S CONDUCT

Law 42 shall not apply. Refer to the CNSW Code of Conduct.

CHAPPELOW CUP - LATE START TABLE

Over Reductions For Late Starts

Scheduled 12.15pm Start in Daylight Saving Hours

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
12.15 - 2.55	25	3.20 - 6.00	160	40	0
12.30 - 3.10	25	3.35 - 6.15	160	40	0
12.45 - 3.25	25	3.50 - 6.30	160	40	0
1.00 - 3.35	20	3.55 - 6.30	155	39	10
1.10 - 3.40	20	4.00 - 6.30	150	38	20
1.20 - 3.45	20	4.05 - 6.30	145	37	30
1.30 - 3.50	20	4.10 - 6.30	140	35	40
1.40 - 3.55	20	4.15 - 6.30	135	34	50
1.50 - 4.00	20	4.20 - 6.30	130	33	60
2.00 - 4.05	20	4.25 - 6.30	125	32	70
2.10 - 4.10	20	4.30 - 6.30	120	30	80
2.20 - 4.15	20	4.35 - 6.30	115	29	90
2.30 - 4.20	20	4.40 - 6.30	110	28	100
2.40 - 4.25	20	4.45 - 6.30	105	27	110
2.50 - 4.30	20	4.50 - 6.30	100	25	120
3.00 - 4.35	20	4.55 - 6.30	95	24	130
3.10 - 4.40	20	5.00 - 6.30	90	23	140
3.20 - 4.45	20	5.05 - 6.30	85	22	150
3.30 - 4.50	20	5.10 - 6.30	80	20	160
3.31 pm ---->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				
					Last Updated 29/08/19