

APPLICATION

- (a) These Playing Conditions apply to all matches conducted as part of the Sydney Sixers & Sydney Thunder Holiday Carnivals.
- (b) Carnival Management (Cricket NSW Staff) shall be responsible for the administration and interpretation of these Playing Conditions.
- (c) See Appendix A, Appendix B and Appendix C for a summary of the specific playing conditions for each stage.

COMPETITION STRUCTURE

Format

- (a) The competition will be conducted across two (2) days per stage.
- (b) Each team will play a maximum of six (6) matches (three matches per day)

Match Scheduling

- a) Matches will be scheduled by Carnival Management.
- b) Teams must be ready to play at their allocated match times.
- c) Delays may result in shortened matches at the discretion of Carnival Coordinator.

Age Groups/Stages

- a) Age eligibility is determined as at 31st August of the current season.

Stage	Boys Maximum Age	Girls Maximum Age
Under 11 (Stage 1)	11	12
Under 13 (Stage 2)	13	14
Under 15 (Stage 3)	15	16

Cricket NSW retains final discretion regarding player eligibility.

1.1 LAW 1 (THE PLAYERS) shall apply subject to as follows.

1.1.1 Player Numbers

(a) General

Under 11 (Stage 1)

- Minimum: 6 players
- Maximum: 8 players
- Players on field: 7

Under 13 & Under 15 (Stages 2 & 3)

- Minimum: 7 players
- Maximum: 9 players
- Players on field: 8

1.2 LAW 2 (MATCH OFFICIALS & CONDITIONS) shall apply subject to as follows.

1.2.1 Match Management

- a) Matches will be managed by Cricket NSW staff or appointed officials.
- b) The decision of the Carnival Coordinator is final in all match-related matters.
- (b) Where no appointed umpire is present, a Cricket NSW (CNSW) staff member will officiate as umpire where available.

1.2.2 Fitness for Play (Weather/Heat)

Carnival Management will determine if:

- a) Grounds are fit for play
- b) Matches are to be delayed, reduced, or abandoned due to heat or other weather conditions

Player safety will be the overriding priority in all decisions.

1.3 LAW 3 (SCORERS) shall apply subject to as follows.

- (a) All matches will be electronically scored by Cricket NSW casual staff.
- (b) Where required, team officials must assist with verifying score

1.4 LAW 4 (THE BALL) shall apply subject to as follows.

- a) Match balls will be provided by Cricket NSW (CNSW) for all carnival matches.
- b) The following balls will be used:

Stage	Ball Type
U11	Kookaburra Star Ball
U13	Kookaburra Crown 142g
U15	Kookaburra Crown 156g

- c) In the event that a ball is lost or becomes unfit for play, CNSW will provide a replacement ball.
- d) The replacement ball shall, as far as possible, be of similar type and condition to the original ball.

1.5 LAW 5 (PROTECTIVE EQUIPMENT) shall apply

- a) A player shall always wear a helmet while batting against fast or medium paced bowling.
- b) Wicket Keeper must always wear a helmet

1.6 LAW 6 (THE PITCH) shall apply subject to the following

- a) Matches may be played on either turf or synthetic wickets. It is dependent on which carnival CNSW is hosting
- b) Pitch Length

- U11 – 16m
- U13 – 18m
- U15 – 20.1m

1.7 **LAW 7 (INTERVALS)** shall apply subject to as follows.

- a) Match Duration: 1 hour 45 minutes
- b) 10-minute interval in between innings to change over and warm up

1.8 **LAW 8 (BOWLING)** shall apply subject to as follows.

1.8.1 General

- a) All overs shall be bowled from the same end
- b) The Wicket Keeper is not required to bowl in Stage 1, 2 or 3

1.8.2 Teams of 6 Players (Only relevant for Stage 1)

- a) Each player must bowl a minimum of 2 overs (WK does not have to bowl)
- b) Four players may bowl a maximum of 3 overs

1.8.3 Teams of 7 Players

- a) Each player must bowl a minimum of 2 overs (WK does not have to bowl)
- b) Two players may bowl a maximum of 3 overs

1.8.4 Teams of 8-9 Players

- a) Each player must bowl a minimum of 1 over and a maximum of 2 overs (WK does not have to bowl)

1.8.5 Stage 1 Bowling

- a) Wides/No Balls are not re-bowled

1.8.6 Stage 2 and Stage 3 Bowling

- a) Wides and No Balls are re-bowled
- b) Maximum 8 balls per over applies, the final over must be 6 legal deliveries

1.9 **LAW 9 (BOUNDARIES)** shall apply subject to as follows.

1.9.1 Boundary Length

- a) Stage 1 – 35m maximum
- b) Stage 2 – 40m maximum
- c) Stage 3 – 45m maximum

1.10 **LAW 10 (BATTING)** shall apply subject to as follows.

1.10.1 Stage 1

- a) All players bat
- b) Unlimited dismissals

- c) 4 runs awarded to bowling team per dismissals
- d) Retirement: 84 balls divided by the number of batters each

1.10.2 Stage 2 and Stage 3

- a) Innings ends after 7 wickets OR 14 overs completed
- b) Retirement: Once a batter has faced 17 balls or reaches 30 runs or more.
- c) Batters can come back in if they have retired if all others have retired or have been dismissed, and there are balls remaining in the innings. They must return in order of retirement.

1.11 **LAW 11 (DISMISSALS)** shall apply subject to as follows.

1.11.1 Stage 1

- a) All dismissals except LBW

1.11.2 Stage 2 and 3

- a) All modes of dismissals including LBW

1.12 **LAW 12 (RESULT)** shall apply subject to as follows.

1.12.1 Minimum Overs

- a) To constitute a game, there must be a minimum of 7 overs played in each innings. To declare a winner, the team with a higher run rate will be the winner of the game.
- b) It will be the decision of the Carnival Coordinator to declare whether grounds are fit for use and whether games will go ahead. Player safety will be the main concern when deciding.

1.12.2 Ladder

- a) The ladder for the carnival will use Competition Points to determine ladder positions, or Points Average in the case where all teams do not play each other, or have uneven byes.
- b) If teams have the same number of points following the conclusion of the round games, rankings will be determined by Net Run Rate.

1.12.3 Tiebreak

- a) If the match is tied, the team with the higher net run rate will be the winner

1.12.4 Finals Format

- a) Dependent on team numbers.
- b) For all stages, the Champions will be the team that finishes 1st on the ladder after the 6 matches or Game 6 of the carnival will be a final (1v2,3v4,5v6,7v8)
- c) If teams have the same number of points following the conclusion of the round games, rankings will be determined by Net Run Rate.
- d) In the event where there is a bye, and round 6 is scheduled as a final. The lowest ranked team after round 5 will be allocated another bye.

APPENDIX A

Metro Community Carnivals	U11 Stage 1
Innings/Overs	1 innings per side. 14 overs each
Pitch Length	16m
Players	6 players minimum. 7 players on the field. 8 players maximum.
Playing Time	1hr 45mins per match. 10 mins change of innings
Ball	Kookaburra Star Ball
Boundary Length	35m maximum
Batting	All players must bat. Unlimited dismissals. Four runs per dismissal to the bowling team
Retirement	84 balls divided by the number of batters each
Bowling	WK does not bowl. All other players must bowl a minimum of TWO and a maximum of THREE overs. All overs are bowled from the same end. Wides and No Balls are not re-bowled.
Dismissals	LBW not included
Equipment	All playing equipment must be worn, including helmets
Scoring	E – scored via CNSW Casual Staff

APPENDIX B

Metro Community Carnivals	U13 Stage 2
Innings/Overs	1 innings per side. 14 overs each
Pitch Length	18m
Players	7 players minimum. 8 players on the field. 9 players maximum.
Playing Time	1hr 45mins per match. 10 mins change of innings
Ball	Kookaburra Crown 142g
Boundary Length	40m maximum
Batting	End of innings after the loss of the 7 th wicket
Retirement	Once a batter has faced 17 balls or reaches 30 runs or more. Batters can come back in if they have retired if all others have retired or have been dismissed and there are balls remaining in the innings. They must return in order of retirement

PLAYING CONDITIONS
CNSW Community Carnivals – Metro



Bowling	WK does not bowl. All other players must bowl, refer to Law 1.8 to understand bowling requirements. All overs are bowled from the same end. Wides and No Balls are re-bowled.
Dismissals	All modes of dismissal including LBW
Equipment	All playing equipment must be worn, including helmets
Scoring	E – scored via CNSW Casual Staff

APPENDIX C

Metro Community Carnivals	U15 Stage 3
Innings/Overs	1 innings per side. 14 overs each
Pitch Length	20.1m
Players	7 players minimum. 8 players on the field. 9 players maximum.
Playing Time	1hr 45mins per match. 10 mins change of innings
Ball	Kookaburra Crown 156g
Boundary Length	45m maximum
Batting	End of innings after the loss of the 7 th wicket
Retirement	Once a batter has faced 17 balls or reaches 30 runs or more. Batters can come back in if they have retired if all others have retired or have been dismissed and there are balls remaining in the innings. They must return in order of retirement
Bowling	WK does not bowl. All other players must bowl, refer to Law 1.8 to understand bowling requirements. All overs are bowled from the same end. Wides and No Balls are re-bowled.
Dismissals	All modes of dismissal including LBW
Equipment	All playing equipment must be worn, including helmets
Scoring	E – scored via CNSW Casual Staff