

PLAYING CONDITIONS

NSW COMMUNITY CRICKET CUP

*Amendments for current season highlighted in yellow

APPLICATION

- (a) These Playing Conditions shall apply to the NSW Community Cricket Cup.
- (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 Cricket NSW.
- (c) All references to CNSW shall mean Cricket New South Wales (Cricket NSW) and shall include any employee, nominee, committee, delegate or person authorised by Cricket NSW to administer or manage the competition.

THE LAWS OF CRICKET: THE PREAMBLE - THE SPIRIT OF CRICKET (refer Spirit of Cricket supplement).

The Preamble applies to all members of Cricket NSW affiliates, 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.

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

4.1.1 **Qualifications of Players**

- (a) General
 - (i) Each player shall register with their club and Association and/or competition that is affiliated to Cricket NSW, Country Cricket NSW or SCA by completing their registration 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) To be eligible for selection in a NSW Community Cricket Cup match, a player must have played a minimum of 1 match in the current season for the club they wish to represent in their local, affiliated competition prior to any NSW Community Cricket Cup match.
 - (iv) No player may play for more than one team in the same season.
- (b) NSW Premier Cricket Clubs and Players
 - (i) NSW Premier Cricket Clubs are ineligible to enter the NSW Community Cricket Cup.
 - (ii) Any player who has represented a NSW Premier Cricket Club in a match in grades 1 through 5 in the current season are ineligible to be selected for a NSW Community Cricket Cup team.
- (c) 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).

4.1.3 **Law 1.2 (Nomination of players)** shall apply subject to as follows.

- (a) Exchange of Team Sheets

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. 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).
- (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.

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- (ii) Should there be no appointed umpire(s) present, each captain shall retain the opposing team's list until the end of the season.

4.1.5 Protective Equipment - The Batter

- (a) A player shall wear a helmet at all times while batting against fast or medium paced bowling. The helmet is defined as a British Standard (BS7928:2013) helmet.

4.1.6 Clothing

- (a) The design of clothing worn by players should be aligned to the regular clothing used by their club in local competition matches.
- (b) The wearing of coloured clothing and advertising logos on players' clothing is permitted.

4.1.7 Use of Ineligible Player

Refer Playing Condition 4.16.14.

4.2 LAW 2 (THE UMPIRES) shall apply subject to the deletion of Law 2.2 (Change of umpire), and amendment of Law 2.1 (Appointment and attendance) as follows.

4.2.1 Two Appointed Umpires Present

- (a) Where two 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 sole judges of the fitness of the ground, weather and light for play.

4.2.2 Only One Appointed Umpire Present

- (a) Where only one 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.

4.2.3 No Appointed Umpire Present

- (a) Where no 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.

4.2.4 Law 2.3 (Consultation with captains) shall apply subject to the related meeting with the captains taking place on the field of play and incorporating the toss for choice of innings and the nomination of players.

4.2.5 Law 2.7 (Fitness for play) shall apply subject to the following.

- (a) Artificial Lighting

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The use of artificial light to supplement natural daylight in a match is not permitted, except with the permission of the Competition Management.

- (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**
- (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 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.
- (e) **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.
- (f) **Responsibilities of Umpires**

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.

4.3 **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.

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

4.4.1 **Law 4.2 (Approval and control of balls)**

- (a) Each fielding team shall have one new pink Kookaburra 'Crown' (156g, 2 piece), to be used for the duration of each innings.

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- (b) Sightscreens are not a requirement for NSW Community Cricket Cup matches.
- (c) 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.
- (d) Law 4.2.1 shall not apply in any grade.

4.4.2 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 pink Kookaburra 'Crown' ball that has had a similar amount of wear (subject to 4.4.2 (c) and 4.4.2 (e) below) or another red or white 156g, 2 or 4 piece ball should the specified ball not be available. Umpires are to approve the replacement ball.
- b) Subject to 4.4.2 (a) & (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.
- c) Both teams shall assist with the application of this Playing Condition, by providing a minimum of two replacement balls of suitable age, condition and colour, for use if required.

4.5 LAW 5 (THE BAT) shall apply.

4.6 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 facilities the home club has available to them.

4.7 LAW 7 (THE CREASES) shall apply.

4.8 LAW 8 (THE WICKETS) shall apply.

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

4.9.1 General

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

4.10 LAW 10 (COVERING THE PITCH) shall apply subject to the amendment of Law 10.2 (During the match) as follows.

4.10.1 General

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

4.10.2 Pitch Covers

- (a) Pitch covers are to be made available and used for every match on Turf, unless the permission of CNSW has been granted to the contrary.

4.11 LAW 11 (INTERVALS) shall apply subject to as follows.

4.11.1 Law 11.2.2 (Duration of intervals)

- (a) The interval between innings is 15 minutes. If the innings of the team batting first is completed prior to the scheduled or rescheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence correspondingly earlier.

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- (b) The interval between innings shall remain at 15 minutes notwithstanding any reduction of overs due to a loss of playing time.

4.11.2 Law 11.8 (Intervals for drinks) shall not apply.

No drinks intervals shall be permitted. 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.

4.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to as follows.

4.12.1 Amendment to Match Date or Venue

- (a) **Amendment to Match Date** - subject to 4.12.1 (c) below, match dates may not be amended.
- (b) **Amendment to Match Venue** - Match venues may only be amended with the consent of the opposing club and with the prior permission of CNSW. Any club wishing to amend the venue of a match must first apply in by writing to CNSW, 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) CNSW may direct that any match be played at an alternative venue, and or date and time, where it considers such action necessary for operational, geographical, weather, player welfare or competition integrity reasons.
- (d) CNSW reserves the right to allocate a neutral venue, where travel threshold exceeds an estimated three-hour window, the first right of response rests with the listed home team, and CNSW reserves authority to record forfeits where clubs refuse to travel. Costs [SM1.1] for booking and preparation of a neutral venue will be shared between competing clubs equally.
- (e) 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 from CNSW. The result of that match shall be subject to subsequent ratification by CNSW.
- (f) For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

4.12.2 Playing Hours

- (a) Scheduled playing time is from 10:00am to 1:00pm for morning matches; and from 2:00pm to 5:00pm for afternoon matches; or as determined by CNSW and subject to 4.12.2 (c) below.
- (b) There will be two sessions of 1 hour 20 minutes each, separated by a 20-minute interval between innings.
- (c) Where more than one match is scheduled on a ground on the same day, the umpires, after consultation with the captains, may bring-forward the commencement and cessation time of a subsequent match in the event that a result is achieved in the preceding match.

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

- (a) 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) 32 minutes of playing time lost, and reduced at a rate of one over for each

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4 minutes of playing time lost in excess of 32 minutes.

- (c) Where more than 32 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 8 minutes of playing time lost in excess of 32 minutes.
- (d) Where the number of overs to be received by each team is reduced:
 - (i) the finishing time for the innings of the team batting first shall be rescheduled; and

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- (ii) the field restrictions for each innings shall be reduced in proportion to the time lost.
- (e) Incomplete or fractions of overs are ignored.

4.12.4 Playing Time Lost after the Innings of the Team Batting First

- (a) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 32 minutes of playing time lost, and reduced at a rate of one over for each 4 minutes of playing time lost in excess of 32 minutes.
- (b) 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, that number shall be based on a rate of 4 minutes per over in the remaining time available for play.
- (c) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
- (d) Incomplete or fractions of overs are ignored.

4.12.5 Late Starts

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

4.12.6 Law 12.6, Law 12.7 & Law 12.8 (Last hour of match) shall not apply.

4.13 LAW 13 (INNINGS) shall apply subject to the following.

4.13.1 (Number of Innings)

Each team is limited to one innings.

4.13.2 (Completed Innings)

Law 13.3.3 and Law 13.3.4 shall not apply.

4.13.3 (The Toss)

- (a) 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 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).
- (b) Where the toss and consequently the scheduled starting time is delayed, the umpires have the option to reduce the period between the toss and the start time to a minimum of 15 minutes.

4.14 LAW 14 (THE FOLLOW-ON) shall not apply.

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

4.16 LAW 16 (THE RESULT) shall apply subject to as follows.

4.16.1 Advancing Team

- (a) The team that is determined to have won the match will progress to the next round of the Cup.
- (b) The team that is determined to have lost the match has been eliminated from the Cup.

4.16.2 Match Result

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- (a) A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of 5 overs, notwithstanding one or both teams had been dismissed in fewer than 5 overs. A match shall be declared a draw if both teams have not had the opportunity to bat for a minimum of 5 overs.
- (b) In any match in which both teams have had the opportunity to bat for the same number of overs-
 - (i) (A) The team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the “Duckworth-Lewis-Stern” (DLS v5.0) Method of Re-calculating the Target Score in an Interrupted Match” shall be applied.
 - (B) In each match, each club must have the means to separately calculate the target score by the above “Duckworth-Lewis-Stern” method, and the home club must also have the means to print any such calculations, with each club providing a computer, and the home club also providing a printer.
 - (C) In the event that the Duckworth-Lewis-Stern par or target score is not available to both teams at the beginning of the second innings or at the resumption of play following an interruption for ground, weather or light, the umpires shall immediately suspend play and investigate the matter.

As soon as the Duckworth-Lewis-Stern par or target score has been agreed and advised to both team captains, the umpires shall then resume play. If conditions permit, play will then continue until the prescribed number of overs has been completed or a result achieved.

The number of overs and/or time remaining shall be taken as they were at the originally scheduled or rescheduled time for play and any time lost whilst investigating the par or target score shall be added on to the close of play.
- (c) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the “Duckworth-Lewis-Stern Method of Re-calculating the Target Score in an Interrupted Match”.
- (d)
 - (i) For the purposes of calculations, each fair delivery bowled counts as one-sixth of an over.
 - (ii) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that number of overs.
- (e) In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer to 4.16.3.

4.16.3 Super Over (One Over Per Side Tiebreaker)

The following procedure will apply should the provision for a Super Over be adopted in a match.

- (a) If a match is a tie, including by the Duckworth-Lewis-Stern method, then the teams shall contest a 1 over per side Super Over.

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- (b) Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.
- (c) The umpires shall stand at the same end as they stood during the match.
- (d) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batters or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- (e) Only nominated players in the main match may participate in the Super Over.
- (f) Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- (g) The team batting second in the match will bat first in the Super Over.
- (h) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
- (i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- (j) In the event of both teams having the same score in the Super Over, the result shall be a tie, and both team shall play another 'Subsequent Super Over' (see below).

4.16.4 Subsequent Super Overs

- a) In the event that the Super Over is a tie, then subsequent Super Overs shall be played until there is a winner.
- b) In normal circumstances any subsequent Super Over will start 5 minutes after the previous Super Over ends. The interval shall be 5 minutes.
- c) The team batting second in the previous Super Over will bat first in the subsequent Super Over.
- d) The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.
- e) Any batter dismissed in any previous Super Over shall be ineligible to bat in the following Super Over.
- f) The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.
- g) All other playing conditions will be the same as for the initial Super Over.

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4.16.5 Tournament Structure

- (a) The NSW Community Cricket Cup is a single elimination, knockout competition. The winner of each match will advance to the next round and losing team is eliminated.
- (b) Teams will be placed in one of four groups which will be geographically aligned. In general, these will be Metro (1), Metro (2), Northern NSW Country, Southern NSW Country.
- (b) The Competition rounds will continue until only 4 (four) teams remain – the winners of the four groups. These four teams will advance to the Finals Day to be held towards the end of the season. Location and Date TBC.
- (c) Finals Day
 - (i) Will consist of the four (4) remaining teams in the NSW Community Cricket Cup.
 - (ii) Finals Day will consist of both Semi Finals and the Grand Final match.
 - (iii) The Grand Final will be contested by the winners of each Semi Final.
 - (iv) The team that wins the Grand Final shall be NSW Community Cricket Cup Champions.
 - (v) CNSW may, in absolute discretion, determine to reschedule the Semi Final or Grand Final in which a result could not be achieved.

4.16.8 Investigations of Matches, Protests and Disputes

- (a) Any club wishing CNSW to adjudicate on any dispute in connection with any match shall, within 1 working day after the dispute has arisen, forward to CNSW 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, CNSW has the power to investigate the circumstances of any match in such manner as in its absolute discretion CNSW thinks fit.
- (c) After carrying out such an investigation, CNSW 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 other team.
- (d) CNSW's powers include, but are not limited to, the power to:
 - (i) award a match to one team, or both teams jointly;
 - (ii) amend or extend the scheduled hours of play in a match;
 - (iii) commence or continue a match on an adjoining pitch, or at another venue;

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- (iv) give such directions to the host club, regarding the manner in which work should be carried out on a pitch and ground, as CNSW in its absolute discretion thinks fit; and
- (vi) fine, suspend or disqualify a player or club.

4.16.9 Nomination of Players (Playing Condition 4.1.3)

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 CNSW to have conceded the match.

4.16.10 Fitness of Ground, Weather and Light (Playing Condition 4.2.5)

- (a) CNSW 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, CNSW 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) and the likelihood of the pitch and ground being made ready for play in time to achieve a result or further result in the match.

4.16.11 Covering the Pitch (Playing Condition 4.10)

- (a) A team that has breached the above Playing Condition may be deemed to have lost the match.
- (b) The opposing team may be deemed to have won the match.

4.16.13 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.

4.16.14 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 4.1 and 4.2:

- (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 the maximum points available in the match.
- (c) where the team concerned gained no points from the match, the maximum points available in the match may be deducted; and
- (d) CNSW or the NSW Cricket Board may take further action against the club or player concerned, if it deems fit.

4.16.15 Right of Appeal

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

4.17 LAW 17 (THE OVER) shall apply subject to as follows.

4.17.1 Quota of Overs

- (a) Each team may bat for a maximum of 20 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)
 - (i) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled.
 - (ii) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled or a result achieved.

4.17.2 Maximum Overs per Bowler

- (a) No bowler shall bowl more than 4 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, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he will be allowed to complete the over.
- (b) 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.
- (c) 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.

4.17.3 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 scheduled playing time lost, up to a maximum of 32 minutes.
- (c) The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes per over in the remaining time available for play. 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.

4.17.4 Minimum Over Rates

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- (a) The bowling team must commence its final over for the innings within 80 minutes of that innings' commencement.
- (b) If the fielding team fails to bowl the minimum number of overs set out in 4.17.4 (a) above, 4.28.1 (f) shall be varied and from the start of the next over no more than 4 fielders shall be permitted outside the fielding restriction markings as outlined in 4.28.1 (a).
- (c) For the purpose of timing the innings duration, the following allowances shall be taken into account:
 - (i) Actual time taken for treatment of an injured player on the field.
 - (ii) Actual time taken for a player leaving the field in the event of serious injury.
 - (iii) Actual time taken to dry a wet ball.
 - (iv) Actual time taken to find or replace a lost ball.
 - (iii) Actual time lost due to all other circumstances that are beyond the control of the fielding side, including batter wasting time.
- (d) If the innings is interrupted, the over-rate penalty will apply based on the rescheduled duration for that innings.
- (e) If the innings is completed before the scheduled cessation time for the innings, no over-rate penalty shall apply.

4.17.5 There shall be no allowances given for:

- (a) Wickets fallen.
- (b) Sightscreen changes.

4.17.6 Time Wasting by the Batting Side.

The umpires shall strictly apply Law 41.10 (Batter wasting time).

4.18 LAW 18 (SCORING RUNS) shall apply.

4.19 LAW 19 (BOUNDARIES) shall apply.

4.20 LAW 20 (DEAD BALL) shall apply.

4.21 LAW 21 (NO BALL) shall apply subject to the following and the related SCA policy regarding doubtful bowling actions. ((Refer Doubtful Bowling Action policy).

4.21.1 Free Hit after any No Ball

- (a) The delivery following any No ball signal (Law 21) 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), then the next delivery will become a free hit for whichever batter is facing it.
- (b) Changes to fielding positions for free hit deliveries are not permitted unless;
 - (i) There is a change of striker, or
 - (ii) 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.
- (d) The bowler's end umpire shall signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

4.21.1 LAW 21.10 (Ball bouncing over head height of striker) shall not apply.

4.22 LAW 22 (WIDE BALL) shall apply subject to the following:

4.22.1 Judging a Wide

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- (a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 3.22.1 (d) below.
- (b) The ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which would have passed wide of the striker standing in a normal batting position.
- (c) The ball passes above the head height of the striker standing upright at the popping crease.
- (d) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.
- (e) A delivery passing the striker on the off side outside the Off Side Wide Guideline (refer diagram supplement) shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Playing condition 3.22.
- (f) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.
- (g) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless
 - i) the ball passes between the striker and the stumps.
 - ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Guideline on the leg side shall be a Wide.

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

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

4.24.2 Use of Ineligible Player

Refer Playing Condition 4.16.14.

4.24.3 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 later time, or leaves the field during a session of play, the umpire shall be informed of the reason for their absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 24.4). 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 he has been on the field for at least that length of playing time for which he was absent.
 - (ii) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or their side's innings has been in progress for at least that length of playing time for

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which he has been absent or, if earlier, when their side has lost five wickets.

- (c) The above restrictions 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).
- (d) 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, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

4.24.4 Concussion Substitute

Refer Concussion Substitute Policy.

4.25 **LAW 25 (BATTER'S INNINGS; RUNNERS)** shall apply subject to the following.

4.25.1 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 he 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.

4.25.2 Concussion Substitute

Refer Concussion Substitute Policy.

4.26 **LAW 26 (PRACTICE ON THE FIELD)** shall apply.

4.27 **LAW 27 (THE WICKET-KEEPER)** shall apply subject to the following.

4.27.1 Protective Equipment – The Wicket-Keeper

- a) At all times when wicket-keeping up to the stumps, the wicket-keeper shall wear a British Standard (BS7928:2013) helmet.
- b) Refer also SCA Helmet Policy

4.28 **LAW 28 (THE FIELDER)** shall apply subject to following.

4.28.1 Field Restrictions

- (a) 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 27.5 m. The ends of each semi-circle shall be joined to the other by a straight line (refer diagram supplement).
- (b) At the instant of delivery, there may be no more than five fielders on the leg side.
- (c) During the first 4 overs of each innings, a maximum of 2 fielders are permitted outside the fielding restriction area; and
- (d) Power Surge overs: a block of 2 consecutive floating Fielding Restriction overs (for an uninterrupted match) shall be taken at the discretion of the batters at the

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wicket between the end of the 10th over and the beginning of the 19th over: a maximum of 2 fielders are permitted outside the fielding restriction area.

- (e) In the circumstances where the overs of the batting team are reduced, the floating Fielding Restriction Overs will be taken from the mid-way point of the innings (rounded down for odd numbered overs); a maximum of 2 fielders are permitted outside the fielding restriction area.
- (f) During the non-Fielding Restriction Overs, a maximum of 5 fielders permitted outside the fielding restriction area.
- (e) In the event of an infringement of (b), (c), (d) or (f) above, either umpire shall call and signal No Ball.

4.28.2 Power Surge (Floating Restriction Overs)

- (a) A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
- (b) Once a batter has nominated the floating overs the decision cannot be reversed.
- (c) Should the batting side not exercise their discretion, the floating Fielding Restriction Overs will automatically commence at the beginning of the 19th Over (in an uninterrupted match) or at the latest over available in an interrupted match. Refer Fielding Restriction Overs table 4A on page 25.
- (d) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with Table 4A on page 25.
- (e) Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out in table 4A) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.
- (f) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- (g) If play is interrupted not during the Fielding Restriction Overs, then on resumption, it is necessary to determine how many Fielding Restriction Overs is derived from table 4A. Any Fielding Restriction Overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the floating Fielding Restriction Overs. The decision of the batting side of when to take the remaining Fielding Restriction Overs is made as per 4.28.2 (a) above.
- (h) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal No Ball.

4.28.3 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.

4.28.4 Protective Equipment – The Fielder

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- a) At all times when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line (for example, short leg or silly point), with the exception of any fielding position behind the popping crease (on both the off and on sides), a fielder must wear a British Standard 7928:2013 compliant helmet.

- b) Refer also SCA Helmet Policy.

- 4.29 LAW 29 (THE WICKET IS DOWN)** shall apply.
- 4.30 LAW 30 (BATTER OUT OF THEIR GROUND)** shall apply.
- 4.31 LAW 31 (APPEALS)** shall apply.
- 4.32 LAW 32 (BOWLED)** shall apply.
- 4.33 LAW 33 (CAUGHT)** shall apply.
- 4.34 LAW 34 (HIT THE BALL TWICE)** shall apply.
- 4.35 LAW 35 (HIT WICKET)** shall apply.
- 4.36 LAW 36 (LEG BEFORE WICKET)** shall apply.
- 4.37 LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 4.38 LAW 38 (RUN OUT)** shall apply.
- 4.39 LAW 39 (STUMPED)** shall apply.
- 4.40 LAW 40 (TIMED OUT)** shall apply subject to as follows.

After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

- 4.41 LAW 41 (UNFAIR PLAY)** shall apply subject to the following.

4.41.1 Laws 41.6 (Bowling of dangerous and unfair short pitched balls)

- (a) A bowler shall be allowed to bowl one fast short pitched delivery per over.
- (b) A dangerous and unfair 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 but not clearly above their head.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when one fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in (b) above, that prevents him from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.
- (e) In the event of the bowler bowling more than one fast short pitched delivery in an over as defined in (b) above, the umpire at the bowlers end shall call and signal No Ball on each occasion. 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.

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- (f) If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (e) above and advise the bowler that this is their final warning.
- (g) 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.
- (h) The umpires will then report the matter to CNSW which shall take whatever action is considered appropriate against the captain and bowler concerned.

4.41.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) Law 41.7 shall be replaced by the following:

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping 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 popping crease is deemed dangerous and unfair if, in the opinion of the bowlers end umpire, it is likely to inflict physical injury on the striker
- (c) In the event of a bowler bowling a non-pitching as defined in clause 4.41.2 (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 batter at the wicket and as soon as possible to the captain of the batting side.
- (g) The umpires shall then report the matter to CNSW who shall take such action as is considered appropriate against the captain and the bowler concerned.

4.41.3 Deliberate bowling of non-pitching deliveries.

If the umpire considers that a non-pitching delivery which is deemed dangerous and unfair as defined in clause 4.41.2 (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 CNSW who shall take such action as is considered appropriate against the captain and the bowler concerned.

4.41.4 Bowling of dangerous and unfair short pitched deliveries

The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed,

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length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under the paragraph above, he/she shall call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batters of what has occurred:

Should there be any further such delivery by the same bowler in that innings, the umpire shall

- (a) call and signal No ball
- (b) when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- (c) inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to CNSW, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

4.41.5 Law 41.11 (Damaging the pitch - area to be protected)

- (a) In order to assist in the protection of pitch surfaces, all batters, bowlers and wicketkeepers must wear spiked footwear.
- (b) Non-spiked footwear may only be worn during any match where a player provides a certificate from a registered medical practitioner or physiotherapist stating that wearing of spiked footwear would be detrimental to the player's physical well-being.
- (c) The umpires shall report any breach of this Playing Condition to the relevant captain at the end of the day's play.

4.42 LAW 42 (PLAYER'S CONDUCT) shall be replaced by the following.

4.42.1 Law 42.1 (Unacceptable conduct)

- (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 CNSW.
- (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 CNSW's Rules must be followed.
- (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 CNSW'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.

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- (d) Any player guilty of a breach of the Code of Conduct during the season, in any match, in any Premier or competition, is ineligible to receive an award for Player of the Year or Captain of the Year.
- (e) The captain of a team may be deemed to have breached the Code of Conduct if a player in that team engages in disorderly or improper conduct or behaviour. The captain, if deemed by the Code of Conduct Commissioner to have breached the Code of Conduct under this interpretation, may be dealt with by the CNSW's Judiciary Committee.

TABLE 4A- FIELDING RESTRICTIONS OVERS
REFER PLAYING CONDITION 4.28.2

Overs	Floating Powerplay available after over	Floating Powerplay available between overs	# of Fixed Powerplay Overs	# of Floating Powerplay Overs
20	10	11-19	4	2
19	9	10-18	4	1
18	9	10-17	4	1
17	8	9-16	4	1
16	8	9-15	4	1
15	7	8-14	3	1
14	7	8-13	3	1
13	6	7-12	2	1
12	6	7-11	2	1
11	5	6-10	2	1
10	5	6-9	2	1
9			2	0
8			2	0
7			2	0
6			1	0
5			1	0

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