GAME 3 – TWENTY20

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 4th edition 2026 shall apply. Note, all references to the "Governing Body" within the Laws of Cricket shall be replaced with the "Match Referee" (where available).

LAW 1 THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The Team – McDonald's Country Championship, McDonald's Country Colts, Bradman Cup, McDonald's Under 16 and Under 19 Female Country Championships, Plan B Country Bash Male and Female (PBCB).

A team shall consist of 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. Further, no restrictions shall apply to when a player can bat if he/she was off the field for any period of time prior to the completion of the first innings. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).

Players not on the field must wear coloured vests when coming onto the field to deliver drinks/gloves etc to the batters at the crease.

1.2 PBCB Teams

Participating teams in the competition will be located in regional NSW and divided into Sixers and Thunder Conferences and match venues as determined by the the Country Committee of Management.

1.2 PBCB Player Eligibility – Male

Zone Based Players

Players who are currently playing cricket in the Zone.

Zone of Origin Players

Players who are originally from one Zone, but are currently playing in another Zone, and not selected in that Zone's side for Plan B Country Bash team, are eligible for selection in their Zone of Origin.

Zone of Origin Definition

A player's Zone of Origin is determined where the player has played their Under 16 age cricket. For example, players who are originally from one Zone, but are currently playing in another Zone or other competition, and not selected in that Zone's PBCB side, are eligible for selection in their Zone of Origin PBCB side.

- At the commencement of the competition, Zone of Origin players will indicate a preference as to which side they wish to play with. A limit of two Zone of Origin players can be selected.

Note: No players shall play with more than one PBCB team during the season. Current first class, contracted players and Premier Cricket players are ineligible for selection.

1.3 PBCB Player Eligibility – Female

Zone Based Players

Players who are currently playing cricket in the Zone.

Zone of Origin Players

Players who are originally from one Zone, but are currently playing in another Zone, and not selected in that Zone's side for Plan B Country Bash team, are eligible for selection in their Zone of Origin. A player's Zone of Origin is determined where the player has played their first cricket. A limit of two Zone of Origin players can be selected.

Premier Cricket Players

- Teams are allowed to select players who originally played in the Zone but now play Premier Cricket.
- Players that are still living in the Zone, but are currently playing Premier Cricket.

Note: No players shall play with more than one PBCB team during the season. Current first class or contracted players are ineligible for selection.

1.4 PBCB Under 23 Players

All sides must select at least two Under 23 players and they must participate in the match.

1.5 PBCB Special Player Exemptions

Special exemptions can be sought on player eligibility through application to the Country Committee of Management.

1.6 Age Qualifications McDonald's Country Colts, Bradman Cup, McDonald's Under 16 and Under 19 Female Country Championships

Any player taking part in the competition must be under the age of 19 years (McDonald's Country Colts), under the age of 16 years (Bradman Cup), under the age of 16 or 19 (McDonald's Female Country Championships) at midnight on 31st August of the cricket season in question, and must be a registered player of a Country Club or Association and have played a competition game within their respective Zone.

1.7 McDonald's Under 16 and Under 19 Female Country Championships Eligibility

Is limited to players of Country Origin, which is defined as an athlete whose first registration was with a club that is affiliated to the NSW Country Cricket Association. A player is eligible to represent the Zone with which they were first registered. A player not registered with any Zone during the preceding season, may represent the Zone they are registered with for the current season or intends to register with for the current season.

A player may only nominate to stand for selection in one Zone per season or in their respective combined region.

Where a player is not selected for her nominated Zone, the player's nomination will be held by the Head of Premier Cricket and Country Cricket, so that if a Zone is unable to nominate a full team may apply to Head of Premier Cricket and Country Cricket for one of these players to compete for their Zone. For example, if a player has nominated to play in Western Zone but was not selected for the Western Zone team, they may not nominate to play for another Zone. However, they may be placed with a Zone(s) after permission has been sought and granted by the player's Zone(s) and then ratified by Country Committee of Management.

In the event that sides cannot be filled, Country Cricket NSW reserves the right to allow players from other areas to participate in the Championships subject to approval by the Country Committee of Management.

1.9 Age Exemptions - McDonald's Under 16 and Under 19 Female Country Championships

Teams competing in the Under 16 Division may apply for age exemption for a maximum of 2 over age players to play to assist with player development.

Teams competing in the Under 19 Division can also apply for age exemption for a maximum of 2 over age players, no older than two years out the age bracket.

Exemptions can also be sought for under age players to play. Under age players are those who are at least two years under the age qualification for the respective competition. Applications for special consideration are to be forwarded to the Head of Premier Cricket and Country Cricket prior to the Championships for approval.

1.10 McDonald's Country Colts, Bradman Cup, Country Youth Championships and AW Green Shield

A country player may play in the McDonald's Country Colts, Bradman Cup, Country Youth Championhips, as well as the AW Green Shield competition, in any one season, subject to any prescribed workload management conditions or McDonald's Country Colts, Bradman Cup or Country Youth Championships commitments. A Zone's or country region McDonald's Country Colts, *Bradman Cup or Country Youth Championships team activities will always take priority over AW Green Shield team activities.*

1.11 Bradman Cup Players Representing Other Zones

A Country player may only register and play with another team in the Bradman Cup representing a Zone in which they are not a registered player, having first made themselves available to play for the team representing their own Zone and not having been selected for that team, and with the prior approval of the Country Committee of Management.

1.12 A player who is given approval to register and play with the team in the Bradman Cup representing a Zone in which they are not a registered player, may only do so for that season, and may not register and play with any other team in that competition in that season.

1.13 Any player breaching any of the above is considered an ineligible player, and the team for which they have played for in the Bradman Cup will be deemed to have lost all matches in which they have played.

NOTE: For the purpose of this playing condition, country player means a player who is an active playing member of any club affiliated with the NSW Country Cricket Association.

1.14 Zero Alcohol Policy

The McDonalds Country Colts, Bradman Cup, McDonald's Under 16 and McDonald's Under 19 Female Country Championships competitions are alcohol free events. This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in accommodation in view or near under age players. Any infringement of this policy will be dealt with immediately by the Carnival Coordinator.

LAW 2 THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Lightning

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. 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 lighting 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. Any person who breaches this playing conditions breaches the code of conduct and the umpires shall report such person/s to the Governing Body.

LAW 3 THE SCORERS

Law 3 shall apply.

LAW 4 THE BALL

Law 4 shall apply subject to the following:

4.1 A new ball will be used at the start of each innings.

4.2 McDonald's Country Colts, Bradman Cup, and PBRB (male)

Only 156 gram, four (4) piece Kookaburra leather balls of a good standard may be used. The colour of the ball will be determined by Country Cricket NSW.

4.3 PBCB (female) and McDonald's Under 16 and Under 19 Female Country Championships

Only 142 gram, four (4) piece Kookaburra leather balls of a good standard may be used. The colour of the ball will be determined by Country Cricket NSW.

LAW 5 THE BAT

Law 5 shall apply.

GAME 2 – TWENTY20

LAW 6 THE PITCH
Law 6 shall apply.

LAW 7 THE CREASES
Law 7 shall apply. See Appendix 1.

LAW 8 THE WICKETS
Law 8 shall apply.

LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA
Law 9 shall apply.

LAW 10 COVERING THE PITCH
Law 10 shall apply.

LAW 11 INTERVALS
Law 11 shall apply subject to the following:

11.1 There shall be a 15 minute interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval.

11.2 There will be no scheduled drinks breaks, however drinks can be given to players at the fall of wickets providing no time is wasted.

11.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed appropriate cricket attire.

LAW 12 START OF PLAY; CESSATION OF PLAY
Law 12 shall apply subject to the following:

12.1 Hours of Play (day matches)
Matches will be played at times determined by Country Committee of Management. Day matches will normally be scheduled between the hours of 9.00am and 6.00pm or as determined by the Country Committee of Management. All teams and match officials will be advised of these start and finish times. The innings time will be 80 minutes for the 20 overs, with a break of 15 minutes between innings.

12.2 Where approved, Day/Night matches will consist of 2 sessions of play, each of 80 minutes and with intervals equal to those set for day matches. Actual playing times shall be approved by Country Cricket NSW.

12.3 Country Cricket NSW reserves the right to amend the start and finish times of all matches at any time.

12.4 Extra time

a) In the event that there are two matches in one day, forty five (45) minutes of extra time is available per match where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

b) In the event that there is only one match in a day, ninety (90) 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 interval or prescribed overs.

c) Using Recouped Time - Further to clauses (a) and (b), should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 45 or 90 minutes described in (a) and (b) above before overs are reduced.

12.5 Where the start of play is delayed up to 45 or 90 minutes, depending on the number of matches to be played in a day, no reduction in the number of overs to be bowled will be made. However, the above hours of play and intervals shall be adjusted accordingly by the Umpires, in consultation with the Match Referee when appropriate.

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 The Toss

Physical team sheets shall be used and be available for perusal at the toss. Prior to the toss each captain shall show the opposing captain and the umpires the team sheet for their team.

13.2 Uninterrupted match

a) Each team shall bat for 20 (six-ball) overs unless all out earlier.

b) If the team fielding fails to bowl the required number of overs by the scheduled time for cessation of the session (80 minutes), fielding restrictions shall be varied from the start of the next over a set out in 28.3.2 (d) to no more than four fielders (male cricket) and no more than three fielders (female cricket) outside of the fielding restriction markings. Play shall continue until the required number of overs has been bowled.

c) Where the first innings goes over 80 minutes in duration the 15 minute innings break shall be reduced to no less than 10 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.

d) If the team fielding second fails to bowl its quota of overs in less than 80 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

e) Note - teams unable to maintain the required over rate of one over each 4 minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.3 Delayed or interrupted matches

a) 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 5 overs each team to constitute a match)

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 for each whole four (4) minutes) in the total time available for play.

b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

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) If an over recalculation comes up with a figure including a fraction then the calculation shall be rounded up to the nearest over.

13.4 Delay or Interruption to the Game – Over Reductions

a) No overs shall be lost until 90 minutes of playing time has been lost (Refer To Playing Condition 12.4). Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 90 minutes described above before overs are reduced.

b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows –

i) Upon resumption of play umpires are to establish the re-scheduled finish time and calculate the number of minutes remaining to that time also deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.

ii) Using the total number of playing minutes that remain to the re-scheduled finish time that number shall be divided by four (4) to come up with the maximum number of overs that remain in the game.

iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.

c) To constitute a match, a minimum of 5 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.

13.5 Number of Overs per Bowler

No bowler shall bowl more than four (4) overs 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. Where the total number of overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and 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.

13.6 Restrictions on Youth Bowlers

Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs. The umpires shall determine if the bowling is fast or medium pace.

Length of Spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	8	20
Under 18	7	20
Under 17	6	16
Under 16	6	16
Under 15	5	12
Under 14	5	10
Under 13	4	8

REST PERIODS

The break between spells is to be a minimum of 30 minutes (including any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their age noted in the table 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.

Change of Bowling Type

Where a bowler changes between medium pace or faster and spin/slow bowling during an innings-

a) if the bowler begins with medium pace or faster, the bowler is subject to the Playing Condition throughout the day; and

if the bowler begins with spin/slow bowling and changes to medium pace(or faster), the Playing Condition applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

Bowling Workloads in Multi Day Carnivals for Medium Pace or Faster Style Bowlers

Four Day Carnivals

- *Bowlers can bowl up to 10 overs a day on three (3) days of a four (4) day carnival.*
- *A bowler is not to bowl on three (3) consecutive days i.e. they MUST have a rest day where no overs are to be bowled in a day.*

Examples of this may be:

- Bowl 10 overs a day on days 1, 2 and 4.
- Bowl 10 overs a day on days 1, 3 and 4.

LAW 14 THE FOLLOW ON

Law 14 shall not apply.

LAW 15 DECLARATION AND FORFEITURE

Law 15 shall not apply.

LAW 16 THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of Winner

Day Matches

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs (preliminary matches), subject to the provisions of clause 13, unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs. A match shall be a "no result" if both teams have not had the opportunity to bat for a minimum five (5) overs.

In any match in which both teams have had the opportunity to bat for the same number of overs.

a) The team scoring the higher number of runs is the winner.

b) In any match in which both teams have had the opportunity to bat for a minimum of five (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 *(DLS V6.0)* method. *This shall be applied by using the DLS V6.0 calculator in the Play Cricket website, Play Cricket app or Play HQ E-Scoring.*

Night Matches

A match shall be a "no result" if both teams have not had the opportunity to bat for a minimum 5 overs because:

a) the innings of the team batting first could not commence within 55 minutes of the scheduled end of play,

b) the innings of the team batting second could not commence within 20 minutes of the scheduled close of play,

c) the innings of the team batting second would be reduced to less than five (5) overs, as a result of an interruption to play after its commencement.

16.2 Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current *DLS V6.0* method. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended (with at least 5 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the *DLS V6.0* method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.3 Tie

If the scores are equal, the result shall be a tie, and a Super Over will occur to determine the winner. The procedure for a super over is listed below in clause 16.4.

16.4 Super Over

(a) If a match is a tie, including by the *DLS V6.0* method, then the teams shall contest a 1 over per side Super Over.

(b) Subject to the fitness of ground, weather and light, the Super Over shall commence five (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 following the completion of the Super Over, further Super Overs will be played until a result has been determined. The team that batted second in a Super Over will the bat first in any subsequent Super Overs (if required).

(k) In the event that the Super Over process is unable to be completed due to the fitness of ground, weather and light, the result shall be a tie.

16.5 Competition points – McDonald's Country Colts, Bradman Cup, Plan B Country Bash (male and female)

Points shall be awarded for results gained, as follows:

Result	Points
Win	4
Tie	2
No result (match abandoned)	2
No result (match abandoned Plan B Regional Bash)	0
Loss	0

16.6 Competition points – McDonald's Under 16 and Under 19 Female Country Championships

Points shall be awarded for results gained, as follows:

Result	Points
Win	4
Tie	2
No result (match abandoned)	2
Loss	0

16.7 PBCB (female) - Partial Matches Abandoned

Regardless of the number of matches completed in the pool, the team with the highest competition points in the pool will advance to the PBCB Final. If sides are equal on points, then the team with the highest net run rate will progress to the PBCB Final. Matches will not be rescheduled.

16.8 PBCB (male and female) – All Matches Abandoned

If all matches are completely abandoned due to poor weather or any other factors, the sides to progress to the Final are those won the most matches in the previous season. The Country Committee of Management will determine the leading teams in each pool prior to the commencement of the competition.

16.9 PBCB Final

Male

Each team shall play two preliminary rounds. The finalists will be determined by the two teams with the highest competition points at the end of the preliminary rounds. If teams are on equal competition points, the two teams with the highest net run rate in the preliminary rounds will progress to the PBCB final. If the teams net run rate is equal, the teams with the most runs scored will progress to the PBCB final.

Female

The leading sides in the respective pools shall contest the respective PBCB Finals.

No Result in PBCB Final – Male and Female

If no result, or a tie, is achieved in the PBCB Grand Final, the two teams shall be declared joint premiers subject to clause 16.4 - Super Over.

LAW 17 THE OVER

Law 17 shall apply subject to the following.

17.1 Maximum Number of Balls in an Over – McDonald's Under 16 and Under 19 Female Country Championships

The over shall be capped at a maximum of eight (8) deliveries which includes all No Balls and Wides that maybe bowled within the over. This playing condition shall NOT apply to the scheduled final over of the innings. For this over six legal deliveries must be bowled.

LAW 18 SCORING RUNS

Law 18 shall apply.

LAW 19 BOUNDARIES

Law 19 shall apply subject to the following

19.1 Minimum Boundary Size

The minimum boundary size for all matches shall be 50 metres.

19.2 Maximum Boundary Size

The maximum boundary size for all matches shall be 70 metres for male matches and 60 metres for female matches.

19.3 Setting of Boundaries
Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above.

19.4 Setting of Boundaries – Safety Protocols
As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary flags/cones/witches hats positioned at least 2.74 metres inside the fence or away from any other fixed object to define the boundary e.g. sightscreens on the field.

LAW 20 DEAD BALL
Law 20 shall apply.

LAW 21 NO BALL
Law 21 shall apply subject to the following:

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

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

Field changes are not permitted for free hit deliveries unless:

a) There is a change of striker (the provisions of clause 28 shall apply), or

b) The No ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change their mode of delivery for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

21.2 Ball bouncing over head height of striker
See clauses 22.4 and 41.1.

21.3 Free Hit Not To Apply
In female cricket where an over is capped at 8 deliveries (see clause 17.1) if the eighth ball of an over is a No Ball then the application of a free hit on the next delivery (which would be the first ball of the next over) shall NOT apply.

LAW 22 WIDE BALL
Law 22 shall apply subject to the following:

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions in 22.1.2:

22.1.1.1 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 also would have passed wide of the striker standing in a normal batting position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 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.

22.1.3 A delivery passing the striker on the off side outside the Off Side Wide Guideline 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 Clause 22.

22.1.4 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.

22.1.5 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:

22.1.5.1 the ball passes between the striker and the stumps.

22.1.5.2 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.

22.1.5.3 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 Line on the leg side shall be a Wide.

LAW 23 BYE AND LEG BYE

Law 23 shall apply.

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).

GAME 2 – TWENTY20

LAW 25 BATTER'S INNINGS - RUNNERS

Law 25 shall apply with the addition of:

25.1 Open Age Players

At all times, batters must wear a helmet fitted with a grille while batting against fast or medium paced bowling. The helmet is defined as a British Standard (BS7928:2013) helmet. The umpires shall determine if the bowling is fast or medium pace.

25.2 Under Age Players

Under age players must wear a helmet with a grille at all times when batting.

25.3 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 but are not be responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.4 The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

25.5 Runners

For clarity, runners ARE allowed for an injured striker in all competitions as per the laws of the game. The non allowance of runners is only applicable in first class cricket competitions.

LAW 26 PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 THE WICKET-KEEPER

Law 27 shall apply subject to the following:

27.1 Protective Equipment

At all times, when wicket keeping up to the stumps, a wicket-keeper shall wear a protector as well as a compliant helmet fitted with a grille.

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Open Age Players

At all times when fielding in a position closer than seven (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 protector as well as a helmet fitted with a grille.

28.2 Under Age Players (Under 19)

At all times when fielding in a position closer than ten (10) 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 protector as well as a helmet fitted with a grille.

28.3 Limitation of On Side fielders

At the instant of the bowler's delivery, there may not be more than 5 fielders on the on side. In the event of infringement by any fielder, either umpire shall call and signal No Ball.

28.4 Restrictions on the placement of fielders

28.4.1 Fielding Circles

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 semicircles shall be 27.5m for all male fixtures and 23m for all female fixtures. The ends of each semi-circle shall be joined to the other by a straight line.

28.4.2 At the instant of delivery

a) During the first six (6) overs of each innings a maximum of two (2) fielders permitted outside the fielding restriction area; and

b) During the non-Fielding Restriction Overs: a maximum of five (5) fielders permitted outside the fielding restriction area in male cricket and four (4) fielders in female cricket.

28.5 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 tables below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total Overs In Innings	Number of overs for which fielding restrictions will apply
17 - 19	5
14 - 16	4
10 - 13	3
7 - 9	2
5 - 6	1

28.6 Storage of Players Equipment/Apparel

28.6.1 Wicket-keeper/Fielder's Helmet

Law 28.3 shall apply.

LAW 29 THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 BATTERS OUT OF HIS/HER GROUND

Law 30 shall apply.

LAW 31 APPEALS

Law 31 shall apply.

LAW 32 BOWLED

Law 32 shall apply.

LAW 33 CAUGHT
Law 33 shall apply.

LAW 34 HIT THE BALL TWICE
Law 34 shall apply.

LAW 35 HIT WICKET
Law 35 shall apply.

LAW 36 LEG BEFORE WICKET
Law 36 shall apply.

LAW 37 OBSTRUCTING THE FIELD
Law 37 shall apply.

LAW 38 RUN OUT
Law 38 shall apply.

LAW 39 STUMPED
Law 39 shall apply.

LAW 40 TIMED OUT
Law 40 shall apply.

LAW 41 UNFAIR PLAY
Law 41 shall apply subject to the following:

41.1 DANGEROUS & UNFAIR BOWLING
Law 41.6 applies subject to the following;

a) A bowler shall be limited to one (1) fast short delivery per over.

b) A fast short delivery is defined as a ball, which after landing, 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 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 delivery that is called a Wide under this playing condition shall also count as the one (1) allowable short delivery for that over.

f) In the event of a bowler bowling more than one fast short delivery 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 delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

g) If a bowler delivers a second fast short 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 one fast short delivery 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 Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned.

41.2 Bowling of High Non-Landing Balls

Law 41.7 applies with the following additional information

a) As a guide, an official warning should only be given against a bowler for a high full toss delivery if the umpire answers YES to each of these questions –

i) Was the ball delivered full pitch above the waist of the striker.

ii) Was the delivered ball directed at the body of the striker.

iii) Whether or not the ball is struck by the batters, If the delivered ball had hit the striker in the body would it have potentially caused significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

41.3 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 sightscreen being moved.

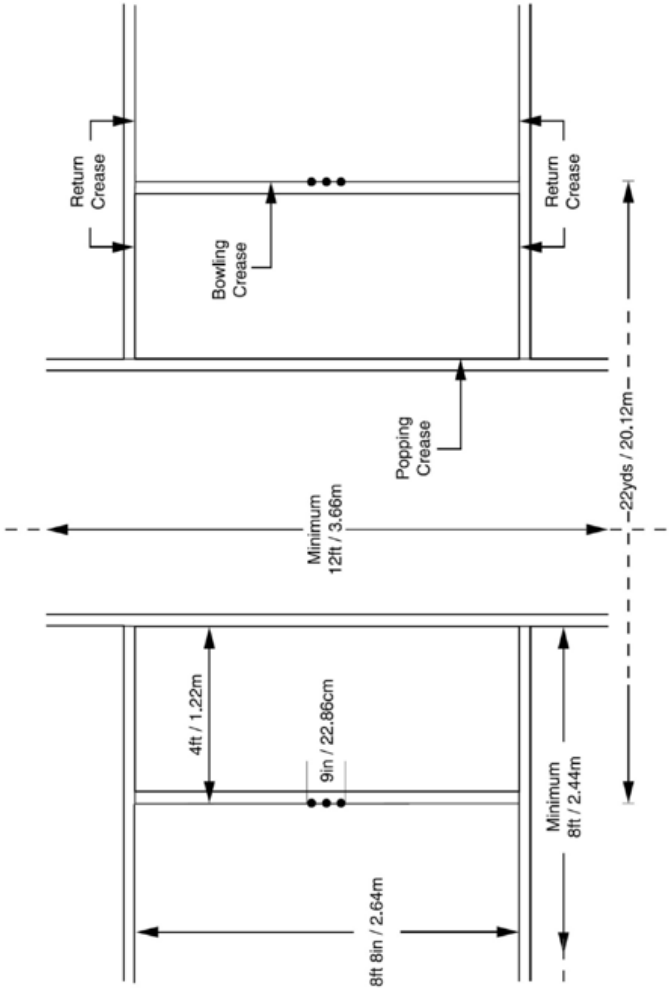
LAW 42 PLAYER'S CONDUCT

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

APPENDIX 1

GAME 2 – TWENTY20

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guide Lines

