



CRICKET NSW

WOMEN'S METRO COMPETITION MATCH DAY OPERATION POLICIES

Season 2026/27 (Updated on 21st October 2026)

SUMMARY

This document is to be used **in conjunction with the competition playing conditions**. Where the two differ, the Playing Conditions apply. Queries relating to this document should be addressed to the Competition Coordinator at Cricket NSW, Zara Shipp. Matters relating to umpiring should be addressed to Stephen Blomfield. Contact details are as follows:

Zara Shipp: zara.shipp@cricketnsw.com.au

Stephen Blomfield: Stephen.Blomfield@cricketnsw.com.au (0404 270 044)

1. PITCH SURFACES AND VENUES

Matches are played on synthetic or turf pitches of standard length (20.1 metres).

- The boundary is measured from the middle of the wicket. It must be at least 40 metres and no more than 50 metres, with 50 metres recommended.
- At a venue with a boundary fence, the boundary line or cones must sit at least three metres inside the fence.

2. EQUIPMENT

The home team supplies the match equipment and the away team brings backups.

	Home team	Away team
Stumps and bails	Both ends	One spare set
Boundary markers	Supplies them	
Measuring tape	Supplies it	
Balls	One new ball for its fielding innings, plus spares	One new ball for its fielding innings, plus spares

Balls

Balls must be red, 142g Kookaburra (Red King, Crown, Colt or Jaffer). Spare balls should be of suitable age and condition, in case a ball is lost or becomes unfit.

Protective equipment and clothing

- Helmets must be worn by batters, and by the wicketkeeper when standing up to the stumps.
- Players wear club clothing, or clothing in the club or team colours.

3. TURF VENUES AND BACKUP VENUES

If a match is scheduled on a turf pitch, the home team must have a backup synthetic venue to move to if the turf is unfit for play.

- The away team has no right to refuse a move to the backup venue.

- The umpires decide whether to play at the backup venue, based on whether the ground is fit to play safely.
- Any change of venue must be communicated as set out in section 4.

4. WET WEATHER, GROUND CLOSURES AND VENUE CHANGES

- (a) The home team is **solely responsible** for telling the opposition and the appointed umpires when a ground is closed, a match is abandoned or a match is moved to another venue.
- (b) **Cut-off:** the home team must contact both the opposition and the umpires at least **3** hours before the scheduled start time. For a 1:00pm start, that is 10:00am.
- (c) The umpires must be contacted by a **person-to-person phone call**. Text messages, voicemail and email are **not** sufficient. The umpire contact list is on the competition webpage and is sent to clubs with each round's appointments.
- (d) If a host club fails to advise the umpires and they travel to the venue unnecessarily, Cricket NSW pays the umpires their full match fee. Cricket NSW may, in its absolute discretion, seek that amount from the club that failed to make the call.
- (e) When the ground is open, the umpires are the sole judges of whether the pitch, ground, weather and light are fit for play, and they must not abandon a match before the scheduled start time.
- (f) Late starts and shortened matches are dealt with under Playing Condition 1.12 and the late start table in Appendix D of the Playing Conditions.

5. UMPIRES

Cricket NSW appoints accredited umpires to matches. Appointments for each round are sent to clubs, and the umpire contact list is on the competition webpage.

- (a) **One umpire appointed:** that umpire officiates at the non-striker's end and is the sole judge of the fitness of the ground, weather and light.
- (b) **No umpire present:** a player, coach or parent from each team shares the umpiring.

6. TEAM LISTS AND PLAYER ELIGIBILITY

Every player must be registered with a club in PlayHQ, and listed in the club's PlayHQ team list, before taking part in a match.

- A team lists a maximum of 12 players. Only 11 can be on the field at once. If 12 are listed, one of them cannot bat.
- A minimum of nine players is needed for a match to go ahead.
- Captains confirm their players before the toss. The toss is held 15 minutes before the scheduled start.
- Players must be 16 or older at the season cut-off date (31 August for Spring, 31 December for Summer). A team may list up to four 15-year-old Underage Players per match.
- Players under 15 are not eligible. A club that wants to list a player under 15, or more than four Underage Players, **must apply under the Age Dispensation Policy by midnight on the Wednesday before the round.**
- Listing an unapproved player can mean a one-point ladder deduction (Playing Condition 1.1.4(c)) and further action under Playing Condition 1.16.8.

7. SCORING AND RESULTS

- (a) At least two scorers must be present. E-scoring in PlayHQ is advised, and the home team has first preference to e-score. The other team keeps the hard copy scorebook.

- (b) Before the first ball, both scorers check that the players in PlayHQ are correct and listed against the right team.
- (c) If scoring offline, sync regularly.
- (d) Results must be finalised in PlayHQ by 5:00pm on the Monday after the match.**
- (e) Players, coaches and umpires check the scorebooks are correct at the end of play, before leaving the ground.
- (f) To dispute a result or any matter from a match, the club's Secretary or other office bearer sends Competition Management a signed written statement within 72 hours.

8. BEHAVIOUR

The Cricket NSW Code of Conduct applies to all players, officials and spectators. Umpires may report any breach to Competition Management, including a refusal to follow an umpire's instruction to make a ground playable.

9. ADHERENCE TO CRICKET NSW POLICIES

All matches must follow the applicable Cricket NSW policies, which are listed in the [Cricket NSW policy list](#).