GAME 3 - LIMITED-OVER MATCHES (EXCLUDING T20 MATCHES) – 2026/27

APPLICATION

(a) These Playing Conditions shall apply to-

(i) all scheduled one-day matches in the Shires First Grade to Shires Fourth Grade and Frank Gray Shield competitions;

(ii) Finals Series matches in the Shires First Grade Limited-Over and Frank Gray Shield competition;

(iii) Scheduled two-day preliminary round matches in which play did not commence in any match in the same grade on those match's scheduled first days; and

(iv) Any other match as determined by the SCA.

(b) Except as varied hereunder, the *Laws of Cricket (2017 Code, 4th Edition - 2026)* shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the Sydney Cricket Association.

(c) All references to the SCA shall mean the NSW Competitions Officer and Committee.

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

The Preamble applies to all members of SCA 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.

3.1 LAW 1 (THE PLAYERS) shall apply subject to the following.

3.1.1 Qualifications of Players

(a) General

(i) Each player shall register with a club in **PlayHQ** prior to their first match in a season.

(ii) Each club shall obtain photographic identification in order to authenticate the registration of a player appearing at a club for the first time.

(iii) Each club shall enter electronically, prior to each player's participation in a match, each player's registration details in the club's **PlayHQ** cricket management system.

(iv) No player may play for more than one team in the same round of any competitions unless as a Replacement Player.

(v) No player may play for more than one team on the same date in SCA competitions, except as a substitute in accordance with Law 24 of the Laws of Cricket.

(vi) Any player aged under 18 years on 31 August prior to the cricket season in question may play for one Premier club in any grade and one Shires club in any grade during the season without the permission of the SCA, after gaining prior permission from the respective Premier and Shires clubs.

(vii) Any player aged 18 years or over on 31 August prior to the cricket season in question may play in both the Premier Fifth Grade and Shires Third Grade or Shires Fourth Grade competitions during the season without the permission of the SCA, after gaining prior permission from the respective Premier and Shires clubs.

(viii) Any player aged under 24 years on 31 August prior to the cricket season in question may play in Premier Cricket in any grade and Shires Cricket in any grade during the season once a formal Pathway Agreement has been signed by both the Premier and Shires club and has been approved by the SCA.

(b) Shires Competitions

(i) *No player shall register or play with more than one Shires club in any one season in the Shires and Frank Gray Shield competitions, subject to any submission to and subsequent approval by the SCA (Shires Sub Committee).*

(ii) A player who has played with a Premier club during the season shall not play for a Shires club without the permission of the SCA, subject to 3.1.1(a)(vi) & (vii) above. A player who has played with a Premier club during the season is not permitted to transfer and play with a Shires club after 31 December in any season.

(iii) No player with First-Class or List-A match experience shall play in the Shires Second Grade to *Shires Fifth Grade* competitions without the prior permission of the SCA. For the purposes of this playing condition, 'First Class' or 'List A' is defined as any match granted such status by the ICC.

(iv) In carrying out its fiduciary duty, the SCA may prevent or restrict a player's participation in *Second Grade, Third Grade, Fourth Grade and/or Fifth Grade* if it determines that a player's relative ability and experience is considered to be unfair to the competition generally.

(v) Each Shires team must consist of 11 players who shall be listed on the team sheet and shall start and complete the match. In the event that a Shires team participates in a match with less than 11 players, a penalty may apply and the SCA may deduct 6 competition points from the club's First Grade, Second Grade, Third Grade, Fourth *and Fifth Grade* teams for that round.

(c) Overseas Players

(i) Any player who is not an Australian citizen, and who has been resident in Australia for less than six full months immediately prior to registration with a club, is deemed to be an overseas player. Subject to the provisions of Rule 3.1.1(c)(viii) and (ix), the SCA will consider any prior written application from a club to not consider and register such a player as an overseas player.

(ii) An overseas player shall not register or play with a club unless that player is registered with the SCA.

(iii) The consent of the SCA must be obtained prior to an overseas player registering or playing with any club.

(iv) Where the SCA permits an overseas player to participate in matches and register and play with a club, it will register that player as an overseas player for that club.

(v) At the conclusion of any season, an overseas player shall cease to be bound to the club for which the player participated unless

bound by a contractual agreement entered into by the club and the player.

(vi) In any season, a club is not permitted to register more than four overseas players, except with the prior permission of the SCA.

(vii) In Shires First & Second Grade fixtures, clubs are allowed to play a maximum of two (2) overseas players per grade. In Frank Gray Shield fixtures, clubs are allowed to play a maximum of three (3) overseas players. Clubs will still need to manage the above change in accordance with the First Grade Player Points system.

(viii) An overseas player must be registered with the SCA and must have participated in a competition match prior to 31 December in any season, unless they are a NSWCA, Sydney Sixers or Sydney Thunder-contracted player.

(ix) Subject to the provisions of Rule 3.1.1(c)(i), a non-Australian citizen may travel overseas at any time during the six months preceding their participation at SCA level, if the player is deemed to be residing in Australia for 6 full months prior to playing in a match, and not be considered an overseas player.

(d) Shires First Grade Limited-Overs Competition

A player is ineligible to play in a First Grade Limited-Overs competition Finals Series match unless he has played one or more matches in the Shires First Grade to Fifth Grade competitions during the season, or unless he has received the permission of the SCA.

(e) Frank Gray Shield Competition

(i) Players taking part in the Frank Gray Shield competition must be under the age of 24 years as at midnight on 31 August prior to the cricket season in question.

(ii) Players taking part in the Frank Gray Shield competition must first have played 1 or more matches in the Shires First Grade to Shires Fifth Grade competitions during the season, except with the permission of the SCA.

(iii) A player is ineligible to play in a Frank Gray Shield competition Finals Series match unless they have played one or more matches in the Shires First Grade to Shires Fifth Grade competitions during the season, or unless they have received the permission of the SCA.

(iv) For the purposes of this playing condition, for a player to have “played” in a match, team lists must have been exchanged and the match must have commenced.

(f) NSW Cricket Association By-Laws

A player may be an ineligible player under the provisions of *NSWCA By-Law 5 (Code of Conduct) and NSWCA By-Law 16.6 (Defaulters).*

3.1.2 Replacement Players

A team member temporarily absent from the match as a result of representative team duties, may not be replaced by a replacement player during that period of absence; however, they may be replaced by a substitute fielder.

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

(a) Exchange of Team Sheets

(i) Each captain, before tossing, must give to the other captain a list of 11 players and no alteration may be made without the consent of the opposing captain. If a captain is unavailable at that time, a deputy shall nominate the players and toss for choice of innings, as set out in Law 1 (The Players) and Law 13 (Innings).

(ii) The team list must identify all players under 19, 17, 15 or 14 years of age on 31 August prior to the cricket season in question, in the area provided.

(b) (i) An umpire shall take a photograph of both team sheets prior to the toss. The umpire shall keep the photograph of both team sheets until the end of the season.

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

3.1.4 Post-Match Meeting (First Grade only)

(a) Within 20 minutes after the conclusion of each match, both team captains, both officiating umpires, and a facilitator appointed by the home club shall meet for the purpose of reviewing the match's conduct. That meeting shall be conducted in accordance with guidelines determined and distributed by the SCA (refer Post-Match Meeting Guidelines supplement).

(b) Each club shall appoint a suitably skilled person to set the tone for a balanced and constructive meeting in accordance with the guidelines as set out in the Post-Match Meeting Guidelines supplement.

3.1.5 Protective Equipment - The Batter

Refer to SCA Helmet Policy.

3.1.6 Clothing

(a) The design of clothing worn by players representing teams in scheduled SCA matches is subject to the provisions of the SCA's Apparel Policy.

(b) Coloured clothing in Shires First Grade, Second Grade and Frank Gray Shield matches is mandatory, subject to the prior approval of the SCA.

(c) Coloured clothing is permitted in Shires Third Grade, Fourth Grade and Fifth Grade subject to the prior approval of the SCA.

(d) In order to assist in the identification of players, the use of names and/or numbers of players on the shirts is encouraged, subject to the provisions of the SCA's Apparel Policy.

(e) Batters shall not wear white pads in matches played with a white ball. Coloured pads or white pads with coloured clads must be worn.

3.1.7 Use of Ineligible Player

Refer Playing Condition 3.16.11.

3.1.8 Shires Points System

Each club participating in the Shires Competition is bound by the terms and conditions of the Shires Points System.

3.2 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.

3.2.1 Two SCA-Appointed Umpires Present

(a) Where two SCA-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.

3.2.2 Only One SCA-Appointed Umpire Present

(a) Where only one SCA-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 SCA-appointed umpire is present at the scheduled match commencement time and the captains are unable to agree on the appointment of another, the SCA-appointed umpire present shall appoint an umpire to officiate until another SCA-appointed umpire is able to commence duty.

(d) *An appointed official umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets. The appointed official umpire may at any time request that an unofficial umpire be replaced if he/ she is deemed to be negligent in the role.*

(e) People when acting in the role of a player/umpire shall not wear white clothing. At the minimum a contrasting coloured shirt or jacket shall be worn

(f) People when acting in the role of a player/umpire shall not hold any players protective equipment

3.2.3 No SCA-Appointed Umpire Present

(a) *Where no SCA-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.

3.2.4 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, including the correct nomination of any replacement player.

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

(a) Artificial Lighting

The use of artificial light to supplement natural daylight, in any match, is not permitted, except with the prior permission of the SCA.

(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

Refer Extreme Heat Policy.

(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

Subject to Law 2 (The Umpires) and Playing Condition 3.2, SCA-appointed umpires are the sole judges of the fitness of the pitch, ground, weather, and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

(g) Light Meters

The use of Light Meters, if available, shall be applied as a benchmark for the remainder of a stoppage to determine whether there has been at any stage a deterioration or improvement in the light.

3.3 LAW 3 (THE SCORERS) shall apply subject to the following.

Refer to Match Operation Policy.

3.4 LAW 4 (THE BALL) shall apply subject to the following.

3.4.1 Law 4.2 (Approval and control of balls)

(a) Shires First Grade Limited-Overs, Second Grade and Frank Gray Shield competition matches

Each fielding team shall have one new white Kookaburra “Regulation” *Size 1 (156g)* ball, to be used for the duration of each innings. *Black sightscreens shall be provided at each end.*

(b) All other competitions

Balls used shall be red, four-piece, first-quality Kookaburra "Regulation” *Size 1 (156g)* only.

(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) In addition to clause (b) above, a *Size 1 (156g)* red Kookaburra Club Match 4-piece ball, a Kookaburra Senator 4-piece ball or a red Kookaburra Regulation "Reject" ball are permitted in *Shires Third, Fourth and Fifth Grade matches only*. A "Reject" ball is defined by a black "X" that can be found stamped near the seam of the ball.

(e) Law 4.2.1 shall not apply in any grade.

3.4.2 ***Law 4.5 (Ball lost or becoming unfit for play) – see game 1 for suggested changes***

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 Kookaburra “Regulation” ball or a ball approved in Law 3.4.1 *(a) and (d)* that has had a similar amount of wear (subject to 1.4.3 (c) and 1.4.3 (e) below).

b) In the event that a suitable Kookaburra *replacement ball as noted in 1.4.1 (a) and (d)* is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement Kookaburra ball becomes available.

(c) *The two captains may agree to continue play with any Kookaburra replacement ball as described in 1.4.1 (a) and (c), in the event that a ball with a similar amount of wear is not available.*

d) Subject to 3.4.2 (b) above, the number of overs and/or time lost whilst play has been suspended shall be added on to the day’s play. The period for which play is suspended shall not count as part of playing time.

d) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition, and colour, for use if required.

3.5 **LAW 5 (THE BAT)** shall apply.

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

3.7 **LAW 7 (THE CREASES)** shall apply.

3.8 **LAW 8 (THE WICKETS)** shall apply.

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

3.9.1 General

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

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

3.10.1 General

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

3.10.2 Pitch Covers

(a) Pitch covers are to be made available and used for all matches unless the permission of the SCA has been granted to the contrary.

(b) (i) The pitch, *whole wicket table* and bowlers' approaches must be entirely protected against rain up to the commencement of play and for the duration of the match.

(ii) Pitch covers must be laid as late as possible overnight prior to the day's play and, if the weather is fine, raised as early as possible the next morning.

(iii) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.

(iv) If on consecutive days, separate matches between the same clubs are to take place, then at the conclusion of the day's play, the officiating umpires and visiting captain shall satisfy themselves that the covers have been properly laid prior to the following day's play.

(c) It is the responsibility of the home club to immediately advise the secretary of the opposing club, by telephone, when, for any reason, it is not possible to lay pitch covers overnight prior to any day's play. If the home club is unable to advise the secretary of the opposing club as set out above, it must send an SMS or email to the secretary of the opposing club and to the SCA.

(d) Pitch covers are to be laid at the same time each day and raised at the same time each day, except as required by wet or threatening weather or when the condition of the pitch is such that laying covers will have no, or a detrimental, effect upon the pitch.

3.10.3 Form of Pitch Covering

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

(a) a minimum of 30m x 10m in size, to cover pitch, *whole wicket table* and bowlers' approaches;

(b) made of a suitable material (not single layer landscaper's plastic);

(c) used over a hessian underlay, which covers the pitch area; and

(d) used in accordance with methods approved and distributed by the SCA.

(e) Shires Competitions - a match-pitch undercover (min 3m x 22m) must be laid, as well as the main cover and hessian underlay, in all matches, unless the prior permission of the SCA has been granted.

3.10.4 Sponge Rollers

(a) A separate sponge roller must be available for every *ground* and match in every grade.

(b) A sponge roller may be used at any necessary time. Such use does not constitute rolling of the pitch under Law 9.

(c) Sponge rollers may be used, whether the covers are in place on the pitch or not, to remove surface water so as to enable play to commence, or recommence, as soon as possible.

3.10.5 Finals Series

The SCA may determine additional pitch covering requirements for Finals Series matches.

3.11 LAW 11 (INTERVALS) shall apply subject to the following.

3.11.1 Law 11.2.2 (Duration of intervals)

Luncheon Interval

(a) The luncheon interval is 45 minutes, subject to Playing Condition 3.11.1(b) and 3.11.1(c), computed from the end of the innings of the team batting first.

(b) Where the innings of the team batting first ends in fewer than 25 overs, the length of the interval is reduced to 20 minutes.

(c) Where play commences after 10:00am, or more than 30 minutes of playing time is lost during the innings of the team batting first, the length of the interval is reduced as follows -

ACTUAL PLAYING TIME LOST *	INTERVAL
1-75 minutes	No reduction
76-90 minutes	30 minutes
91-119 minutes	20 minutes
120 minutes or more	10 minutes

* Refer 3.12.3 (b)

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

(a) Two drinks intervals may be taken during each innings, at minimum intervals of 1 hour 10 minutes.

(b) Captains should ensure drinks are ready at least 5 minutes prior to any scheduled drinks interval.

3.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following.

3.12.1 Amendment to Match Date(s) or Venue

(a) **Amendment to Match Date** – subject to 3.12.1 (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 the SCA. Any club wishing to amend the venue of a match must first apply in by writing to the SCA, setting out the reasons for that application. Applications must be received by no later than 5:00pm on the day prior to the scheduled start of the match.

(c) In the event of wholly unforeseen circumstances, a club may amend the date(s) and/or venue of a match outside the time limit specified, with the prior approval of the SCA Secretary or an SCA Committee Member. The result of that match shall be subject to subsequent ratification by the SCA

(d) For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

3.12.2 Playing Hours

(a) Scheduled playing time is from 10:00am to 5:45pm.

(b) For all matches played during non-daylight-saving periods, every time specified in these rules shall be brought forward 30 minutes.

3.12.3 Playing Time Lost Before, or During, the Innings of the Team Batting First (also refer to 3.17.3)

(a) In all grades, if the match is unable to commence by 3:59pm (or prior to daylight savings, by 3:29pm), it shall be abandoned and declared a draw.

(b) 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 30 minutes of playing time lost, and reduced under Playing Condition 3.12.3(c) if more than 30 minutes of playing time is lost during the day.

(c) Where more than 30 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 8.4 minutes of playing time lost in excess of 30 minutes. Refer Table 3B on page 28.

(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

(ii) the field restrictions for each innings shall be reduced in proportion to the time lost.

(e) Incomplete or fractions of overs are ignored.

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

(a) In all grades, if the innings of the team batting second is unable to commence by 5:12pm (or prior to daylight savings, by 4:42pm), the match shall be abandoned and declared a draw.

(b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second shall be unaffected for the first aggregate 30 minutes of playing time lost, and then reduced, or further reduced, at the rate of one over for each 4.2 minutes of scheduled playing time lost, subject to Playing Condition 3.12.4(c). Refer Table 3B on page 28.

(c) Where the innings of the team batting second commences prior to 2:15pm, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to 2:15pm, in addition to the up to 30 minutes of playing time provided for by Playing Condition 3.17.3(b).

(d) 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, the overs to be bowled shall be reduced at the rate of 14.28 overs per hour, for time lost.

(e) 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.

(f) Incomplete or fractions of overs are ignored.

(g) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 30 minutes.

(h) If playing time is lost after the scheduled finishing time, the deduction is continued, or commenced, at the same rate.

3.12.5 Late Starts

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

3.12.6 Loss of Entire Day's Play or Ground Closed

Where there is no play on a scheduled day in any match, the home club must complete and submit to the SCA a report setting out the reasons why play was not possible.

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

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

3.13.1 (Number of Innings)

Each team is limited to one innings.

3.13.2 (Completed Innings)

Law 13.3.3 & Law 13.3.4 shall not apply

3.13.3 (The Toss)

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 30 minutes before the scheduled start, or minimum 15 minutes before any rescheduled later time for the match to start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl. Note the provision of Law 1.3 (Captain).

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

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

3.16 LAW 16 (THE RESULT) shall apply subject to the following.

3.16.1 Competition Points

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

Code	Result	Points
7	Win on first innings	6
7.1	Win on first innings, with a run-rate one and two-thirds (1⅔) times that of opposing team, subject to (c) (i), (ii) & (iii) below.	7
8	Tie on first innings	3
9	Draw or no result	0

10	Loss on first innings	0

(b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting second.

(c) (i) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two-thirds (1⅔) times that of the opposition.

(ii) In order for the team batting second to gain one bonus point, the victory must be achieved by the end of the 30th over (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).

(iii) Where matches are shortened and targets revised through the Duckworth-Lewis-Stern method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

(iv) Where a match is abandoned, but a result is achieved under Duckworth-Lewis-Stern, for net run-rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of over faced by Team 2.

(v) Where a match is concluded but with Duckworth-Lewis-Stern having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

(d) Any team that receives a bye shall be awarded zero (0) competition points.

(e) A result under the provisions of Playing Condition 3.17.6 (d) shall be considered a result on first innings.

(f) Any team that receives a bye in the Frank Gray Shield Competition shall be awarded 0 points.

(g) Forfeits

(i) A match will be defined as a forfeit where a team communicates in advance of the scheduled start time of its inability to be able to play the match. A match shall also be defined as a forfeit where the umpires award the match under law 16.3 to the opposing side due to a refusal to play.

(ii) Where a team loses by forfeit, six competition points may be deducted and a mark of zero be allocated to that teams spirit of cricket mark for the match. Further, the SCA may in its absolute discretion impose additional sanctions if it sees fit to do so.

(iii) Where a team wins by forfeit a minimum of six competition points shall be awarded. However, if another team in the same grade, in the same round, wins a game with a higher number of competition points then that number of competition points shall be awarded to the team winning by forfeit.

3.16.2 Match Result

(a) A result can be achieved only if both teams have had the opportunity of batting for a minimum of 15 overs, notwithstanding one or both teams had been dismissed in fewer than 15 overs. A match shall be declared a draw if both teams have not had the opportunity to bat for a minimum of 15 overs, because:

(i) the innings of the team batting first could not commence by 3:59pm (or prior to daylight savings, by 3:29pm);

(ii) the innings of the team batting second could not commence by 5:12pm (or prior to daylight savings, by 4:42pm); or

(iii) the innings of the team batting second would be reduced to less than 15 overs as a result of an interruption to play after its commencement.

(b) In any match in which both teams have had the opportunity to bat for the same number of overs-

(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 v6.0) Method of Re-calculating the Target Score in an Interrupted Match" shall be applied by using the "Duckworth-Lewis-Stern" Calculator in the PlayCricket website or PlayCricket app*.

(B) In each match referred to in (A) above, each team captain shall separately calculate the revised target score by using the "Duckworth-Lewis-Stern" Calculator" in PlayCricket website, PlayCricket app or PlayHQ E-Scoring.

(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 15 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".

3.16.3 Shires First Grade Limited Overs Final and Frank Gray Shield Final - Super Over (One Over Per Side Tiebreaker)

The following procedure will apply should the provision for a Super Over be adopted in the Shires First Grade Limited Overs Grand Final and Frank Gray Shield Grand Final matches.

(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.

(b) Subject to the fitness of ground, weather, and light, the Super Over shall commence 10 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, regardless of the number of wickets lost.

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

3.16.4 Premiership Positions

(a) (i) In the Shires First Grade Limited Overs competition, positions in the premiership table will be decided by a Points Average (the total number of competition points that a team has accumulated during the preliminary rounds divided by the total number of matches a team has played (including draw or no results)).

(ii) In the Frank Gray Shield competition, points gained and lost in all preliminary rounds shall count towards positions in the premiership table.

(iii) Points gained in the Shires First Grade Limited-Overs competition shall count towards the First Grade (RB Clark Trophy) table.

(iv) In each competition, all teams shall be ranked according to their relative positions after the preliminary rounds.

(b) Shires First Grade Limited Overs

(i) In the event of teams finishing on an equal Points Average at the conclusion of the preliminary rounds, positions will be decided by the higher net run-rate in the preliminary rounds.

(ii) In a match in which no result is achieved, run rate is not applicable.

(iii) A team's net run-rate (NRR) is calculated by deducting from the average runs per over scored by that team during the preliminary rounds, the average runs per over scored against that team, as follows-

NRR= Team Run-Rate per over less Opposing Team Run-Rate per over

(c) Frank Gray Shield Competitions

(i) In the event of teams finishing on equal points at the conclusion of the preliminary rounds, positions will be decided by the most wins in the preliminary rounds or, if still equal, by the most ties in the preliminary rounds or, if still equal, by the most draws in the preliminary rounds or, if still equal, by the higher net run-rate in the preliminary rounds.

(ii) In a match in which no result is achieved, run rate is not applicable.

(iii) A team's net run-rate (NRR) is calculated by deducting from the average runs per over scored by that team during the preliminary rounds, the average runs per over scored against that team, as follows-

NRR= Team Run-Rate per over less Opposing Team Run-Rate per over

(d) Finals Series – Shires First Grade Limited-Overs only

(i) Semi Finals

(A) The four most highly-ranked teams after the preliminary rounds shall proceed to the Semi Finals.

(B) Semi-Finals shall then be played as follows: 1st v 4th, and 2nd v 3rd.

(C) The teams that contest the Semi-Finals but do not qualify for the Grand Final shall be awarded 3rd and 4th positions, according to their relative positions after the preliminary rounds.

(ii) Grand Final

(A) The higher-ranked team in each Semi-Final shall contest the Grand Final, unless it is defeated by the lower-ranked team, which shall then contest the Grand Final.

(B) The team that wins the Grand Final shall be declared premier.

(C) If no result, or a tie, is achieved in the Grand Final, the finalists shall be declared joint premiers subject to Playing Condition 3.16.3.

(D) The SCA may, in its absolute discretion, determine to reschedule a Grand Final match in which a result could not be achieved.

(iii) The SCA will determine the venue for each Finals Series match.

(e) Finals Series - Frank Gray Shield Competitions only

Prior to the preliminary rounds, the SCA shall equally divide the participating teams into two conferences. The conferences shall be named the Sydney Sixers Conference and the Sydney Thunder Conference.

(i) Semi-Finals

(A) The two most highly-ranked teams in each conference after the preliminary rounds shall proceed to the Semi Finals

(B) The Semi-Finals shall be played as follows: 1st Sydney Sixers Conference v 2nd of Sydney Thunder Conference 1st Sydney Thunder Conference v 2nd of Sydney Sixers Conference

(ii) Grand Final

(A) The higher-ranked team in each Semi-Final shall contest the Grand Final, unless it is defeated by the lower-ranked team, which shall then contest the Grand Final.

(B) The team that wins the Grand Final shall be declared premier.

(C) If no result, or a tie, is achieved in the Grand Final, the finalists shall be declared joint premiers subject to Playing Condition 3.16.3.

(D) The SCA may, in its absolute discretion, determine to reschedule a Grand Final match in which a result could not be achieved.

(iii) The SCA will determine the venue for each Finals Series match.

3.16.5 Club Championship

(a) (i) The Shires Club Championship shall comprise teams competing in the Shires First Grade to Shires Fifth Grade and Frank Gray Shield competitions.

(ii) In the Shires Club Championship, competition points gained by each team shall be multiplied by six in Shires First Grade, five in Shires Second Grade and the Frank Gray Shield competition, four in Shires Third Grade, three in Shires Fourth Grade *and two in Shires Fifth Grade.*

(c) The Shires club with the highest total number of preliminary round points shall be declared the winners of the respective Club Championships.

(d) If two or more clubs have an equal number of points at the conclusion of the preliminary rounds, they shall become joint winners of the Club Championship, or jointly occupy a position on the final table.

3.16.6 Captain's Match Report

(a) It is the responsibility of each Captain and, in turn the Captain's Club, to submit electronically by 9:00pm on the Tuesday following each match, a Captain's Match Report using the method determined by the SCA.

(b) The captain's Match Report must be completed only after the scorers have agreed on all scores.

(c) Assessments on the performance of the officiating SCA-appointed umpire(s). As it is on the basis of captains' assessments that all umpires are appointed to, or retained on, the various panels, an objective and accurate assessment is sought from each captain.

(d) The Captains Match Report will also include a ground assessment.

(e) The captain's Match Report must be correctly and fully completed by the captain.

(f) The captain's Match Report is required for each and every match, regardless of whether or not there was any play.

(g) Should any captain's Match Report be incorrect or incomplete, it will be returned to the Club in question for correction or completion.

(h) A penalty of $50 per team per match may be imposed on any club which fails to comply with this Playing Condition. A further penalty of $50 may be imposed for each additional week that any report remains outstanding.

3.16.7 SCA Rule 22 (Investigations of Matches, Protests and Disputes)

(a) Any club wishing the SCA to adjudicate on any dispute in connection with any match shall forward to the SCA a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club by 9pm on the Monday following the alleged dispute.

(b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, the SCA has the power to investigate the circumstances of any match in such manner as in its absolute discretion the SCA thinks fit, under the provisions of SCA Rule 22 and these Playing Conditions.

(c) After carrying out such an investigation, the SCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:

(i) was unfair and could have influenced the outcome of the match; or

(ii) was unfair to any teams in the same competition; or

(iii) was unfair, in the context of the Club Championship, to any of the clubs in the same competition.

(d) The SCA's powers include, but are not limited to, the power to:

(i) award a match to one team, or both teams jointly;

(ii) deduct such competition points from, or award competition points to, either team in a match, as the SCA in its absolute discretion thinks fit;

(iii) amend or extend the scheduled hours of play in a match;

(iv) commence or continue a match on an adjoining pitch, or at another venue;

(v) give such directions to the host club, regarding the manner in which work should be carried out on a pitch and ground, as the SCA in its absolute discretion thinks fit; and

(vi) fine, suspend or disqualify a player or club.

3.16.8 Nomination of Players (Playing Condition 3.1.3)

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 the SCA to have conceded the match.

3.16.9 Fitness of Ground, Weather and Light (Playing Condition 3.2.5)

(a) The SCA 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, the SCA may without limitation consider all surrounding circumstances, including:

(i) the condition of the pitch and ground, both at the time and during previous matches;

(ii) weather conditions, both at the time and prior to the match;

(iii) the method and use of pitch protection and ground preparation equipment; and

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

3.16.10 Covering the Pitch (Playing Condition 3.10)

(a) A team that has breached the above Playing Condition may be penalised 6 points and may be deemed to have lost the match.

(b) The opposing team may receive up to a maximum of 7 points and may be deemed to have won the match.

3.16.11 Law 16.3 (Umpires awarding a match)

(a) The team that is awarded a match may receive up to a maximum of 7 points, and the opposing team may be penalised up to a maximum of 6 points.

(b) Where a match is awarded against a team, any other team of that club which, in that round, plays a match in a grade lower than that of that team may gain no points from its match, unless play has commenced in the match which has been awarded.

(c) In any Finals Series match, a team that is awarded a match may be deemed to have won the match, and the opposing team may be deemed to have lost the match.

3.16.12 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.

3.16.13 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 3.1 and 3.2:

(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 up to a maximum of 7 points;

(c) where the team concerned gained no points from the match, 6 points may be deducted; and

(d) the SCA or the NSW Cricket Board may take further action against the club or player concerned if it deems fit.

3.16.14 Right of Appeal

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

3.17 LAW 17 (THE OVER) shall apply subject to the following.

3.17.1 Quota of Overs

(a) Each team may bat for a maximum of 50 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 session, play shall continue until the required number of overs has been bowled. The interval shall not be extended, and the second session shall commence at the scheduled time. This is subject to the provision that for any innings of more than 210 minutes in duration shall see the change of innings interval reduced to no less than 30 minutes.

(ii) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

3.17.2 Maximum Overs per Bowler

(a) No bowler shall bowl more than 10 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.

(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.

3.17.3 Loss of Playing Time (also refer to 3.12.3)

(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 30 minutes.

(c) The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total playing time available. 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.

3.17.4 Minimum Over-Rates

Preliminary Rounds

(a) *The bowling team shall be in position to bowl the first ball of the final over for the innings within 210 minutes of that innings' commencement or within any rescheduled duration (refer Table 1B below).*

TABLE 1B

Minutes	Overs	Minutes	Overs	Minutes	Overs
210	50	223	53	236	56
215	51	227	54	240	57
219	52	231	55	244	58

(b) Failure to bowl the minimum number of overs set out in Table 1B will render the bowling team liable to a penalty of 0.1 points for each such over not bowled, which shall be deducted from a team's season competition points, immediately a team has accumulated 10 such overs for the season, and which shall continue to be deducted for all overs not bowled in any future innings.

(c) Notwithstanding (b) above, a penalty or reduction in the 9 credit overs shall apply only when the last actual over of a day's play is commenced after the time scheduled or rescheduled for stumps on that day, and the SCA-appointed umpires indicate in their Match Report that a penalty shall apply and advise the captain or Official of the bowling team, on that day, of that penalty or reduction. In the absence of the captain or Official the umpire must instead advise the SCA in writing within 1 working day of the match's completion.

(d) As it is the fielding side that **chooses** to bowl over and around the wicket, the constant movement of sightboards shall NOT be an allowable time allowance.

(e) For clarity, time allowances in this game type shall not be applied for drinks breaks or fall of wickets.

(f) The captain, or their nominated deputy, may question and discuss with the umpires any over-rate penalty to be applied, but must do so before leaving the ground at the end of the relevant day's play. The SCA does not have the authority to review any penalty applied by the umpires under this playing condition.

3.17.5 Restrictions on Underage Bowlers

(a) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out below-

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN AN INNINGS
Under 19	8	10
Under 18	8	10
Under 17	6	10
Under 16	6	10
Under 15	5	10
Under 14	4	8

(b) Length of Break

(i) All Grades including Age Competitions - The break between spells is to be a minimum of 30 minutes (including the luncheon interval and any interruptions to play).

(ii) A bowler who has bowled a spell of less than the maximum spell permitted for their age (defined in (a) above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break of 30 minutes between spells shall apply and the break within the spell is disregarded.

(iii) If any interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.

(c) Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during an innings:

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

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

(d) (i) It is the responsibility of the fielding captain to ensure that this Playing Condition is upheld. The umpires will assist in maintaining records to enable the enforcement of this Playing Condition together with the Scorers of the match. Scorers must notify the umpires and fielding captain whenever a bowler reaches the maximum number of overs they may bowl without a break and must notify the umpires immediately if a bowler starts (or is about to start) an over when they are not permitted to bowl under this Playing Condition.

(ii) If the umpires become aware of a breach of this Playing Condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

(iii) Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the umpires shall make the final decision on its application based on information available from the Scorers and other sources.

Examples (all assuming bowlers aged 16, and bowling fast, unless otherwise indicated):

1. A bowler bowls 4 overs and is taken off by the captain. They are brought back from the other end after 15 minutes. They may bowl a further 2 overs, after which they cannot bowl for at least 30 consecutive minutes.

2. A bowler bowls 5 overs and is then taken off. They return to bowl 75 minutes later. This is considered a new spell, and they can bowl 5 overs in that spell.

3. A bowler bowls 4 overs, and play is then interrupted for 20 minutes. They then wait a further 10 minutes after the resumption and resumes bowling. This is the commencement of a new bowling spell, and they are permitted to bowl up to 6 overs in this spell (subject to their daily limit).

3.18 LAW 18 (SCORING RUNS) shall apply.

3.19 LAW 19 (BOUNDARIES) shall apply in accordance with the Cricket NSW Minimum Boundary Clearance Directive.

3.20 LAW 20 (DEAD BALL) shall apply.

3.21 LAW 21 (NO BALL) shall apply subject to related SCA policy regarding doubtful bowling actions. (Refer page 165).

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

(c) 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.

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

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

3.22.1 Judging a Wide

(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.

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

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

3.24.1 Temporary Absence of Representative Player

(a) A team member temporarily absent from the match as a result of representative team duties, may be replaced by a substitute fielder during that period of absence.

(b) Such a team member, upon arriving at the match following its commencement, may immediately bat or bowl in the match.

(c) Representative matches shall be those in which an official Australian, NSW or Big Bash League team participates.

(d) This Playing Condition shall also apply to representative players who are selected for other First-class, List A or T20 teams, subject to the prior approval of the SCA.

3.24.3 Frank Gray Shield Competitions

Any substitute fielder must be eligible by age.

3.24.4 Use of Ineligible Player

Refer Playing Condition 3.16.12.

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

(a) or If a fielder fails to take the field with their side at the start of the match 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 they 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 they have been on the field for at least that length of playing time for which they were absent.

(ii) the player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier, when their side has lost five wickets.

(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, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field had play been in progress.

3.24.6 Concussion Substitute

Refer Concussion Substitute Policy.

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

3.25.1 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 they 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.

3.25.2 Concussion Substitute

Refer Concussion Substitute Policy.

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

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

3.27.1 Protective Equipment – The wicket-keeper

Refer to SCA Helmet Policy.

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

3.28.1 (Fielding Restriction Area)

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.5m. The ends of each semi-circle shall be joined to the other by a straight line.

3.28.2 Fielding Restrictions

(a) At the instant of delivery, there may be no more than five fielders on the leg side.

(b) In addition to the restriction contained in clause (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

(c) Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:

(i) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(ii) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

(iii) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

(d) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No ball'.

(e) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the Table 3A on page 27. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

(f) If play is interrupted during an innings and the above table applies, the Powerplay shall take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred during an over.

Examples:

(i) A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding re-strictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

(ii) A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

(g) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

3.28.3 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.

3.28.4 Protective Equipment - The Fielder

Refer to SCA Helmet Policy

3.29 LAW 29 (THE WICKET IS BROKEN) shall apply.

3.30 LAW 30 (BATTER OUT OF THEIR GROUND) shall apply.

3.31 LAW 31 (APPEALS) shall apply.

3.32 LAW 32 (BOWLED) shall apply.

3.33 LAW 33 (CAUGHT) shall apply.

3.34 LAW 34 (HIT THE BALL TWICE) shall apply.

3.35 LAW 35 (HIT WICKET) shall apply.

3.36 LAW 36 (LEG BEFORE WICKET) shall apply.

3.37 LAW 37 (OBSTRUCTING THE FIELD) shall apply.

3.38 LAW 38 (RUN OUT) shall apply.

3.39 LAW 39 (STUMPED) shall apply.

3.40 LAW 40 (TIMED OUT) shall apply.

3.41 LAW 41 (UNFAIR PLAY) shall apply subject to the following.

3.41.1 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:

(i) 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;

(ii) where the player concerned has been chosen as a late selection to fill a vacancy, and that player is not a regular Shires player.

(c) The umpires shall report any breach of this Playing Condition to the relevant captain at the end of the day's play.

3.41.2 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries)

(a) A bowler shall be limited to two fast short pitched deliveries per over.

(b) A dangerous and unfair short pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.

(c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

(d) In addition, for the purpose of this regulation and subject to clause 3.41.2 (f) below, a ball that passes 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 a Wide.

(e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

(f) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 3.41.2 (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

(g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

(h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is their final warning for the innings. The umpire shall also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.

(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 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.

(j) The bowler thus taken off shall not be allowed to bowl again in that innings.

(k) The umpire shall 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 shall then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

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

3.42.1 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 will be dealt with by Cricket NSW.

(b) Where a Club member, umpire or Club official is reported for an alleged breach of the Code of Conduct, the procedures set out by Cricket NSW 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 Cricket NSW'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.

(d) Any player guilty of a breach of the Code of Conduct during the season, in any match, in any grade 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 to have breached the Code of Conduct under this interpretation, may be dealt with by Cricket NSW.

TABLE 3A- LOSS OF PLAY DURING POWERPLAY OVERS
REFER PLAYING CONDITION 3.17

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6

32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

OVER REDUCTIONS FOR LATE STARTS

LIMITED OVERS MATCHES - SCA GAME 3

Scheduled 10.00am Start in Daylight Saving Hours

Up to 30 minutes of "make up" time before overs are lost

Batting 1st Times	Interval (mins)	Batting 2nd Times	Innings Time	Overs/team	PP1	PP2	PP3	Mins Lost
10.00 - 1.30	45	2.15 - 5.45	210	50	10	30	10	0
10.10 - 1.40	45	2.25 - 5.55	210	50	10	30	10	0
10.20 - 1.50	45	2.35 - 6.05	210	50	10	30	10	0
10.30 - 2.00	45	2.45 - 6.15	210	50	10	30	10	0
10.40 - 2.05	45	2.50 - 6.15	205	49	10	29	10	10
10.50 - 2.10	45	2.55 - 6.15	200	48	10	29	9	20
11.00 - 2.15	45	3.00 - 6.15	195	47	10	28	9	30
11.10 - 2.20	45	3.05 - 6.15	190	46	9	28	9	40
11.20 - 2.25	45	3.10 - 6.15	185	45	9	27	9	50
11.30 - 2.30	45	3.15 - 6.15	180	43	9	26	8	60
11.40 - 2.35	45	3.20 - 6.15	175	42	9	25	8	70
11.45 - 2.45	30	3.15 - 6.15	180	43	9	26	8	60
11.50 - 2.47	30	3.17 - 6.15	177.5	43	9	26	8	65
12.00 - 2.52	30	3.22 - 6.15	172.5	42	9	25	8	75
12.10 - 2.57	30	3.27 - 6.15	167.5	40	8	24	8	85
12.15 - 3.00	30	3.30 - 6.15	165	40	8	24	8	90
12.20 - 3.07	20	3.27 - 6.15	167.5	40	8	24	8	85
12.30 - 3.12	20	3.32 - 6.15	162.5	39	8	23	8	95
12.40 - 3.17	20	3.37 - 6.15	157.5	38	8	23	7	105
12.50 - 3.22	20	3.42 - 6.15	152.5	37	8	22	7	115
12.55 - 3.30	10	3.40 - 6.15	155	37	8	22	7	110
1.00 - 3.32	10	3.42 - 6.15	152.5	37	8	22	7	115

1.10 - 3.37	10	3.47 - 6.15	147.5	36	7	22	7	125
1.20 - 3.42	10	3.52 - 6.15	142.5	34	7	20	7	135
1.30 - 3.47	10	3.57 - 6.15	137.5	33	7	20	6	145
1.40 - 3.52	10	4.02 - 6.15	132.5	32	7	19	6	155
1.50 - 3.57	10	4.07 - 6.15	127.5	31	6	19	6	165
2.00 - 4.02	10	4.12 - 6.15	122.5	30	6	18	6	175
2.10 - 4.07	10	4.17 - 6.15	117.5	28	6	17	5	185
2.20 - 4.12	10	4.22 - 6.15	112.5	27	6	16	5	195
2.30 - 4.17	10	4.27 - 6.15	107.5	26	5	16	5	205
2.40 - 4.22	10	4.32 - 6.15	102.5	25	5	15	5	215
2.50 - 4.27	10	4.37 - 6.15	97.5	24	5	14	5	225
3.00 - 4.32	10	4.42 - 6.15	92.5	23	5	14	4	235
3.10 - 4.37	10	4.47 - 6.15	87.5	21	4	13	4	245
3.20 - 4.42	10	4.52 - 6.15	82.5	20	4	12	4	255
3.30 - 4.47	10	4.57 - 6.15	77.5	19	4	11	4	265
3.40 - 4.52	10	5.02 - 6.15	72.5	18	4	11	3	275
3.50 - 4.57	10	5.07 - 6.15	67.5	17	4	10	3	285
3.59 - 5.02	10	5.12 - 6.15	63	15	3	9	3	294
After 3.59pm --->	**MATCH ABANDONED**							
								Updated 02/09/2023

Powerplay Fielding Restrictions - All SCA matches

PP1 - Powerplay 1 - Maximum 2 fielders outside the fielding circle. Commences at start of innings

PP2 - Powerplay 2 - Maximum 4 fielders outside the fielding circle. Commences after PP1

PP2 - Powerplay 3 - Maximum 5 fielders outside the fielding circle. Commences after PP2