GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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 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 they were 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 at all times.

1.2 McDonald's Country Championships - Player Eligibility

"Zone of Origin Players"

A player's Zone of Origin is determined where the player has played their Under 16 age cricket. Zone of Origin players can choose which Zone they would rather play with in the first instance. Any decision by a player would need to be approved by the Committee of Management which allows players to allow the choice of Zone they wish to play for. A limit of two Zone of Origin players can be selected.

Premier Cricket/Guest/Marquee Players

Players who have who have their primary registration in State and Territory Premier Cricket competitions in the current season are ineligible for selection in Zone sides in the McDonald's Country Championships. For clarity, matches played by Premier cricket players in regional Twenty20 competitions as a marquee player do not count towards eligibility.

Further, if a player's primary registration is in one Zone (i.e. their week to week cricket), participation as a guest/marquee player in regional competitions (Twenty20/One Day matches) in another Zone does not count towards eligibility as a player for selection in that Zone's McDonald's Country Championships side.

1.3 McDonald's Country Championships – Age Restrictions

Each Zone must select a minimum of two players aged Under 23 at the first day of the carnival in question in their sides for the McDonald's Country Championships.

1.4 McDonald's Country Colts - Player Eligibility

Players participating in the McDonald's Country Colts competition must be under the age of 19 at the 31st August of the year in question

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McDonald's Country Colts Zone sides may be selected from players that have participated in the Kookaburra and/or Bradman Cup for their Zone, and are currently playing in their home country Zone, or in Premier Cricket competitions i.e. Zone of Origin players.
A player that has moved outside of their home Country Zone as a registered player, may elect to be available for selection for their Zone of Origin and their Zone of Origin will have first opportunity to select that player.

For a player to represent their Zone of Origin they must first seek the prior approval of the Country Committee of Management.

1.5 Bradman Cup – Player Eligibility

Players participating in the Bradman Cup competition must be under the age of 16 at the 31st August of the year in question

Bradman Cup Zone sides may be selected from players who are currently playing in their home country Zone or have participated in the CNSW Country Youth Championships and/or Bradman Cup for their Zone previously. A player that has moved outside of their home Country Zone as a registered player, may elect to be available for selection for their Zone of Origin and their Zone of Origin will have first opportunity to select that player. If a player has chosen to play in a Premier Cricket competition for the entire season, they are ineligible for selection in a Zones Bradman Cup side.

For a player to represent their Zone of Origin they must first seek the prior approval of the Country Committee of Management.

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.

Any player breaching 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.

1.6 Bradman Cup/Country Youth Championships – AW Green Shield

A country player may play in both the Bradman Cup/Country Youth Championships and the AW Green Shield competition, in any one season, subject to any prescribed workload management conditions or Bradman Cup/Country Youth Championships commitments. Bradman Cup/Country Youth Championships team activities will always take priority over AW Green Shield team activities.

1.7 McDonald's Under 19 Female Country Championships
Player 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) centre after permission has been sought by the player's Zone(s) and granted by Country Committee of Management.

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

1.8 Country Registrations

For any player to be eligible to play in any Country Cricket NSW competition they must have a primary registration (see 1.9) with a Country Club or Association and have played at least 1 competition match within their respective Zone, unless otherwise specified in clauses 1.2 through to 1.7. Exemptions can be sought on application to the Country Committee of Management.

1.9 Primary Registration of a Player

The primary registration of a player is where they play their "regular weekend cricket i.e. Saturday to Saturday or Sunday to Sunday.

1.10 Zero Alcohol Policy – McDonalds Country Colts, Bradman Cup, McDonalds Under 16 and Under 19 Female Country Championships

The McDonalds Country Colts, Bradman Cup, McDonalds Under 16 and Under 19 Female Country Championships 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 Cricket NSW.

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 Four (4) piece Kookaburra leather balls of a good standard will be used. The colour of the balls to be used will be determined by Country Committee of Management.

LAW 5 THE BAT
Law 5 shall apply.

LAW 6 THE PITCH
Law 6 shall apply.

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

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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 The change of innings interval is 40 minutes, computed from the end of the innings of the team batting first.

11.2 Where the innings of the team batting first ends in 25 overs or less, the length of the interval is reduced to 15 minutes. The game is then played to completion with no further intervals other than drinks breaks.

11.3 Drinks Breaks

a) Two drinks intervals per innings shall be permitted with the first at the end of 17 overs and the second at the end of 34 overs.

b) If an innings is reduced to a total of 41 to 49 overs in duration the timing of each drinks break shall be pro-rated so that the number of overs between each break is as close to even as possible.

c) Where an innings is reduced to 40 overs or less only one drinks break shall be taken at the halfway point of the innings not withstanding that no drinks break shall be scheduled at all if the match is reduced to less than 25 overs.

d) If a wicket falls during the over which a drinks break is scheduled at the end of that over then the break shall be taken immediately.

e) Subect to provisions of the extreme heat policy, umpires may call for additional drinks breaks.

f) 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 in appropriate cricket attire, as well as a coloured vest.

GAME 2 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

LAW 12 START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play (day matches)

1st Session	10.00am to 1.30pm
Innings Interval	1.30pm to 2.10pm
2nd Session	2.10pm to 5.40pm

12.2 Where approved, Day/Night matches will consist of 2 sessions of play, each of 210 minutes duration, with intervals equal to those set for day matches. Actual playing times shall be approved by the Country Committee of Management.

12.3 Country Committee of Management reserves the right to amend the start and finish times, structure and format of all matches.

12.4 Extra time

(a) A total of 80 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.

(b) Using Recouped Time - Further to clause (a), 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 80 minutes described above before overs are reduced.

12.5 Once the 80 minutes of make up time and recouped time is exhausted as per clause 12.4 and where an additional 61 minutes or more 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
61 – 120 minutes	30 minutes
121 – 149 minutes	20 minutes
150 minutes or more	10 minutes

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

a) Each team shall bat for 50 (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 (210 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) or three players (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 210 minutes in duration the 40 minute innings break shall be reduced to no less than 25 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.

d) Note - teams unable to maintain the required over rate of one over each 4.2 minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 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 15 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 14.28 overs per hour (or one over for each whole 4.2 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.

13.3 Delay or Interruption to the Game – Over Reductions

a) No overs shall be lost until 80 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 80 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 in consultation with the Match Referee 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 4.2 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 15 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.

13.4 Number of overs per bowler

No bowler shall bowl more than 10 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 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.

13.5 Restrictions on youth bowlers

Number of Overs in a Spell and a Day

No medium pace or faster style bowler 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:

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

Note: These restrictions DO NOT apply to spin/slow bowling, subject to the conditions outlined below

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

b) 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

A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs (preliminary matches), subject to the provisions of clause 13, unless one team has been dismissed in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. A match shall be a "draw" if both teams have not had the opportunity to bat for a minimum of 15 overs because:

a) The innings of the team batting first could not commence by 4.44pm daylight saving time.

b) The innings of the team batting second could not commence by 5.57pm daylight saving time or,

c) 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.

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

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

e) *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 (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.*

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 15 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 15 overs) 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 Competition Points

Points shall be awarded for results gained, as follows-

Result	Points
Win	6
Win with a run-rate one and two thirds (1⅔) times that of opposing team.	7
Tie	3
Draw or no result	3
Loss	0

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

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

b) 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).

c) Where matches are shortened and targets revised through the *DLS V6.0* method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

16.4 Determining the Competition Winner - McDonald's Country Colts, Bradman Cup, McDonald's Female Under 19 Country Championships

At the conclusion of the competition rounds, the winner will be determined by the side that has accumulated the most competition points. Where teams are tied on the same amount of points at the end of the competition, the competition winner will be determined by:

a) The team with the most number of wins, or if this is equal,

b) With the best overall net run rate across all matches played.

16.5 McDonald's Country Championships Final

The leading teams at the end of the respective pool matches will contest the McDonald's Country Championships final. In the event the final, or the reserve day is washed out or no result is achieved for any other reason, joint winners will be declared.

LAW 17 THE OVER

Law 17 shall apply.

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 of play.

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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 any 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

(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).

LAW 25 BATTER'S INNINGS
Law 25 shall apply with the addition of:

25.1 – Open Age Competitions (McDonald's Country Championships, Plan B Country Bash – male and female)
At all times, a batter 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 Competitions (McDonald's Country Colts, Bradman Cup and McDonald's Under 16 and Under 19 Female Country Championships)
The wearing of helmets fitted with a grille whilst batting, keeping over the stumps or fielding within 10 metres of pitch in all under age competitions (Bradman Cup, McDonald's Country Colts, McDonald's Under 16 and Under 19 Female Country Championships) is compulsory.

25.3 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 or 25.2 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 Competitions (McDonald's Country Championships, Plan B Country Bash – male and female)

The wearing of helmets fitted with a grille whilst wicket keeping over the stumps or fielding within fielding within 7 metres of pitch is compulsory.

28.2 – Under Age Competitions (McDonald's Country Colts and Bradman Cup)

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. A wicket keeper whilst keeping over the stumps must wear a helmet fitted with a grille at all times.

28.3 Limitation of On Side fielders

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

28.3.1 Restrictions on the Placement of Fielders

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.5 metres in male competitions and 23 metres in female competitions. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction

areas should be marked by continuous painted white lines or 'dots' at approximately 5 metre intervals.

28.3.2 Restrictions on the Placement of Fielders - At the Instant of Delivery

a) 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.

b) Powerplay 2 (male cricket)- 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

c) Powerplay 2 (female cricket)- 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 50 inclusive

d) Powerplay 3 (male cricket) - 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. Note – there is no third powerplay in female cricket.

e) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".

28.4 Storage of Players Equipment/Apparel

28.4.1 Wicket-keeper/Fielder's Helmet

Law 28.3 shall apply.

28.5 Powerplays – Reduced Overs

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. Note differences between male and female cricket.

Innings duration	PP 1	PP 2 (Male cricket)	PP 2 (Female cricket)	PP 3 (Male cricket)
15	3	9	12	3
16	3	10	13	3
17	4	10	13	3
18	4	11	14	3
19	4	11	15	4
20	4	12	16	4
21	4	13	17	4
22	5	13	17	4
23	5	14	18	4
24	5	14	19	5
25	5	15	20	5
26	5	16	21	5
27	6	16	21	5
28	6	17	22	5
29	6	17	23	6
30	6	18	24	6
31	6	19	25	6
32	7	19	25	6
33	7	20	26	6
34	7	20	27	7
35	7	21	28	7
36	7	22	29	7
37	8	22	29	7
38	8	23	30	7
39	8	23	31	8
40	8	24	32	8
41	8	25	33	8
42	9	25	33	8
43	9	26	34	8
44	9	26	35	9
45	9	27	36	9
46	9	28	37	9
47	10	28	37	9
48	10	29	38	9
49	10	29	39	10

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LAW 29 THE WICKET IS BROKEN
Law 29 shall apply.

LAW 30 BATTER OUT OF THEIR 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 and Unfair Bowling

Law 41.6 applies subject to the following amendments;

a) A bowler shall be limited to two (2) fast short deliveries 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 bowlers 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 signaled "Wide".

e) For the avoidance of doubt any fast short delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short deliveries in that over.

f) In the event of a bowler bowling more than two fast short deliveries in an over as defined in (b) above, the umpire at the bowlers 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 third 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 two fast pitched deliveries 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 on the full and 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 batter, if the delivered ball had hit the striker in the body would it have potentially caused significant injury.

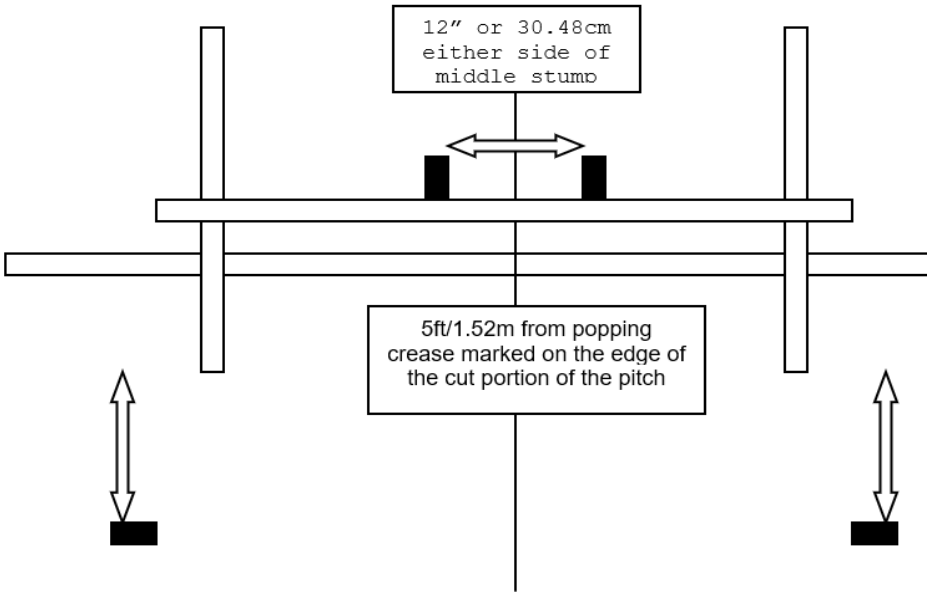
When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

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 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

Protected Area markings must be the same width as the crease markings.



LAW 42 PLAYERS CONDUCT

Law 42 shall not apply in its entirity. Instead refer to the CNSW Code of Conduct.

GAME 2 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

LOSS OF PLAY IN LIMITED-OVER MATCHES

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 8.4 minutes lost. For time lost DURING INNINGS OF THE TEAM BATTING FIRST, reduce innings by 1 over per team for each WHOLE 8.4 minutes lost.

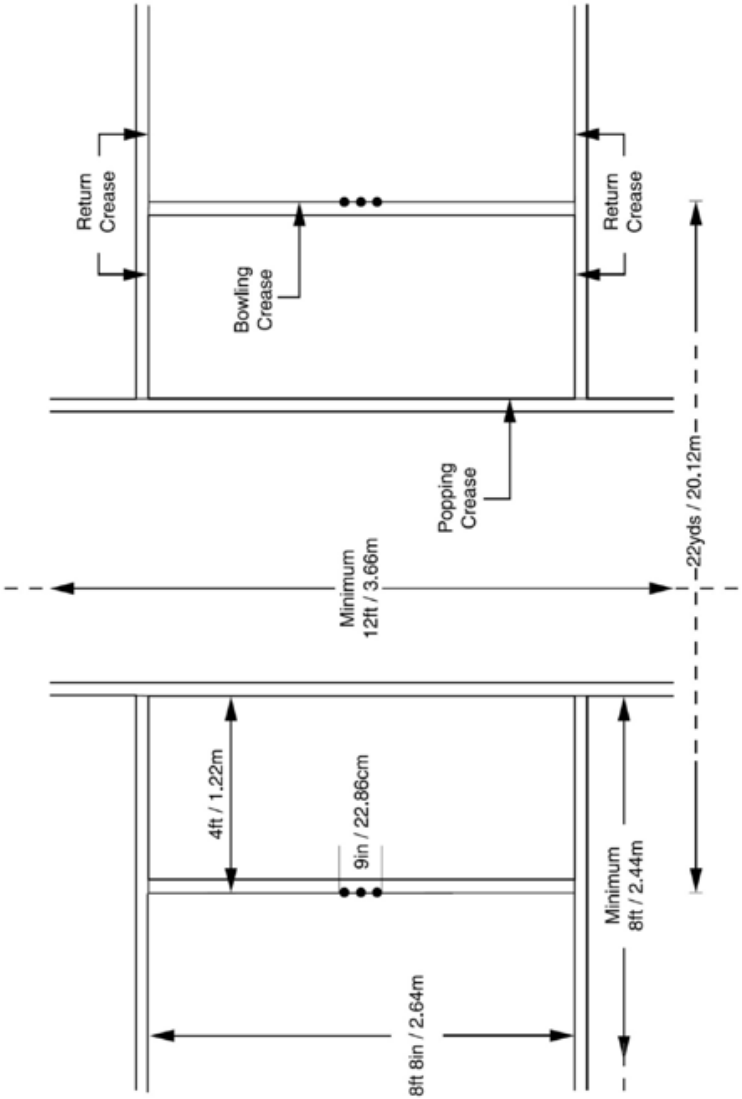
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
9	1	84	10	160	19	236	28
17	2	93	11	168	20	244	29
26	3	101	12	177	21	252	30
34	4	110	13	185	22	261	31
42	5	118	14	194	23	269	32
51	6	126	15	202	24	278	33
59	7	135	16	210	25	286	34
68	8	143	17	219	26	294	35
76	9	152	18	227	27		

Time lost DURING inns of team batting 2nd, reduce inns by 1 over for each whole 4.2 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
5	1	42	10	80	19	118	28
9	2	47	11	84	20	122	29
13	3	51	12	89	21	126	30
17	4	55	13	93	22	131	31
21	5	59	14	97	23	135	32
26	6	63	15	101	24	139	33
30	7	68	16	105	25	143	34
34	8	72	17	110	26	147	35
38	9	76	18	114	27		

APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines

