

**SEASON 2023/24**

# **50 OVERS PLAYING CONDITIONS**



**DISTRICTS CRICKET  
ASSOCIATION**

## **MARTIN SHIELD (Open Age)**

<b>Round</b>	<b>Date</b>
Round 1	21 <sup>st</sup> January
Round 2	4 <sup>th</sup> February
Round 3	11 <sup>th</sup> February
Final	18 <sup>th</sup> February

# THE SPIRIT OF CRICKET

## THE PREAMBLE — THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

**Respect** is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.



**DISTRICTS CRICKET  
ASSOCIATION**

# **OPERATIONAL POLICIES and PROCEDURES**

## **ALCOHOL POLICY**

All under age NSW Districts Competitions are alcohol free events.

This means that alcohol is not to be consumed by adults during any under age matches or in front of under age players. Further, all players of legal age are also prohibited from consuming alcohol at any time during these events.

All teams must also be aware of and comply with local authorities regulations which may prohibit the consumption of alcohol at any sporting ground.

## **PITCH COVERS POLICY**

The following conditions are set down for the use of covers.

- a) The covers shall be a minimum of 30 metres by 10 metres.
- b) The use of an underlay material shall be optional.
- c) That the covers must be laid by dusk on the evening of any day prior to a match day.
- d) That on any match-day the covers is to be removed at the discretion of the Curator or Ground Manager with regards to prevailing weather conditions. In good weather conditions the covers should be removed no later than 8:30am. The covers may be re-laid on the morning of any playing day should weather conditions necessitate.
- e) That with the exceptions of Clauses (c) and (d) above at all other times the Curator be permitted to use the covers at his discretion in order to obtain the best possible conditions of play for each match-day.
- f) Covers shall be used for all representative matches.
- g) The Umpires shall assume sole control thirty minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers after this time.
- h) After play has commenced the covers may be used as directed by the Umpires. Should the Umpires decide that the covers be used during the course of the match then it will be the responsibility of both competing teams to assist with any labour required. Until the scheduled time for the start of play the Host Authority shall be responsible for providing any labour necessary for the laying or removal of the covers.

## **CLOTHING (COLOURED), EQUIPMENT, FOOTWEAR POLICY**

All teams participating in NSW Districts Cricket Association competitions may wear either coloured or white/cream clothing as specified by the Committee of Management. Clothing must be approved prior to playing by Committee of Management. Batting pads may be either white, cream, covered in coloured batting clads, or as determined by the Committee of Management.

## OPERATIONAL POLICIES and PROCEDURES

Association and sponsors logos may be displayed on the front of the playing shirts up to 100sq cm in area respectively or on the sleeves of the playing shirts. Players are only permitted to wear the cap of the Club/Association they are representing, or alternatively, a white cricket hat.

Attention is drawn to the requirements of some ground authorities that do not permit the use of non-spiked footwear on turf wickets. Visiting teams are advised to contact Host Authorities to ascertain footwear restrictions.

### HELMET POLICY

#### Under Age Competitions

The wearing of helmets whilst batting, keeping over the stumps or fielding within 10 metres of pitch in all under age competitions is compulsory.

#### Open Age Competitions

##### 1. The Batter

At all times, a batter must wear a helmet 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.

##### 2. The Wicket-Keeper

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

##### 3. The Fielder

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

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

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.

# OPERATIONAL POLICIES and PROCEDURES

## APPOINTMENT OF UMPIRES

The NSW Districts Cricket Association will appoint Umpires to officiate in the finals series of all competitions. For preliminary round matches, it is expected that each association will provide an umpire. Where ever possible all such Umpires will be full members of NSWCUSA and Cricket Australia Level 2 accredited, where possible.

## MATCH BALLS

Only Kookaburra branded cricket balls can be used for all NSW Districts Cricket Association competitions. The ball type can either be Kookaburra Senator or Kookaburra Regulation balls. The colour of the ball will be determined at the discretion of the Committee of Management.

## BOWLING RESTRICTIONS ON YOUNG BOWLERS

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:

### Length of Spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	8	10
Under 18	7	10
Under 17	6	10
Under 16	6	10
Under 15	5	10
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 (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.

## OPERATIONAL POLICIES and PROCEDURES

### 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.

### PLAYER ELIGIBILITY

For any player to be eligible to play in any NSW Districts Cricket Association, the following requirements need to be met:

#### Martin Shield

- a) Have played at least three matches in the previous season for an affiliated club in any competition conducted by the association (including combined Association competitions) they wish to represent, prior to participating in an Inter-Districts Competition match, or
- b) Have played in least one match in the current season for an affiliated club in any competition conducted by the association (including combined Association competitions) they wish to represent, prior to participating in an Inter-Districts Competition match (appearance of a player's name on a team list does not, on its own, satisfy this criteria).

### DISPUTED SCORES and MATCH RESULTS

In the event of a dispute as to the scores in any match, and notwithstanding the rights of the Umpires to act in accordance with the Laws of Cricket - Law 2.15 (Correctness of Scores) and Law 16.8 (Correctness of Results), the team manager shall, at the conclusion of the days' play, the scorebooks will be given to the Secretary NSW Districts Cricket Association and the books be examined and a match result will be determined.

### CALCULATING NET RUN RATE

A team's net run rate is determined the following calculation:

$$\frac{\text{(runs scored divided by overs batted)}}{\text{(runs against divided by overs bowled)}} \text{ less}$$

If a side has been dismissed in less than the allocated overs, it will be considered to have batted for their maximum allocated overs.

# OPERATIONAL POLICIES and PROCEDURES

## PLAYER CONDUCT

- a) Any Association member, umpire or Association official engaging in disorderly or improper behaviour, either on or off the field, and whether taking part in a match or not, breaches the Code of Conduct and may be dealt with by NSW Code of Conduct.
- b) Where an Association member, umpire or Association official is reported for an alleged breach of the Code of Conduct, the procedures set out in the NSW Code of Conduct Rules must be followed.
- c) Each Association shall appoint or elect each of its officials and volunteers to membership of the Association, in order to ensure that each such person is bound by the Code of Conduct. Such persons shall include all those serving as scorers, coaches, selectors, team managers, team support staff. Such membership may be Honorary, Non Playing, or of any other from that is available to the Association.
- d) The captain of a team may be deemed to have breached the Code of Conduct if a player in that team engages in disorderly or improper conduct or behaviour. The Captain, if deemed by the Code of Conduct Commissioner to have breached the Code of Conduct under this interpretation, may be dealt with by the NSW Districts Cricket Association Judiciary Committee.

## RIGHTS OF THE NSW DISTRICTS COMMITTEE OF MANAGEMENT

The Committee of Management reserves the right to vary playing conditions and competition draws from time to time.

The Committee of Management shall have power to decide all questions arising out of the competition matches, not provided for in competition rules.

## USE OF SIGHT SCREENS

In matches where sight screens are available for use, 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 sight screen being moved.

## SCORING – USE OF ELECTRONIC SCORING

### Scorers

The management of each team must provide a non playing competent scorer for every match. This is not the responsibility of the "Host Authority". It is expected that matches must will be live scored on PlayHQ by one scorer.

### Electronic Scoring

Electronic devices (Tablets or Laptop) shall be utilised for live scoring on PlayHQ. In addition a printed or handwritten score record will be available at all times during play. Scorers are to ensure that the devices battery and backup power supplies are fully charged; during

## **OPERATIONAL POLICIES and PROCEDURES**

inclement weather, power the computer only by battery; at the end of every over, save all records; during every scheduled interval, print a full score record; and at all times carry a spare ink cartridge, file storage device and scoresheets.

### **TRANSFER OF MATCHES TO SYNTHETIC PITCHES**

Where no play is possible due to wet weather matches may be transferred to synthetic wickets where such a facility is available. Away teams are to be advised as soon as practical by the home side prior to the commencement of the match .

### **PROTESTS and DISPUTES POLICY**

Protests and disputes should be referred to the NSW Districts Cricket Association only after all avenues have been exhausted locally and must be accompanied by payment of the prescribed fee.

In terms of the Constitution of the Association provision is made for any party to such protest or dispute to lodge an appeal to the NSW Cricket Board within seven days of the date on which the Committee or Sub-Committee of the NSW Districts Cricket Association hands down its decision. The decision of the Board is final and no further appeal shall be made to any other body or court other than on a point of law.



**DISTRICTS CRICKET  
ASSOCIATION**



# DOUBTFUL BOWLING ACTION POLICY

## 1 INTRODUCTION

**Law 21 (No Ball) states in part as follows:**

### **Law 21.2 Fair delivery – the arm**

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below.

Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to prevent the bowler's end umpire from calling and signalling No ball if the umpire considers that the ball has been thrown.

- a) If, in the opinion of either umpire, the ball has been thrown, the umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then,

- (i) Caution the bowler. This caution shall apply throughout the innings.
- (ii) Inform the captain of the fielding side of the reason for this action.
- (iii) Inform the batter at the wicket of what has occurred.

- b) If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out in (a) above shall be repeated, indicating to the bowler that this is a final warning.

This warning shall also apply throughout the innings.

- c) If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the umpire shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then,

- (i) Direct the captain of the fielding side to suspend the bowler forthwith. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over.

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

- (ii) Inform the batter at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.

- d) The umpires together shall report the occurrence as soon as possible after the match to a representative of the fielding side and to any Governing

# DOUBTFUL BOWLING ACTION POLICY

Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler concerned.

## **Law 21 Definition of fair delivery – the arm**

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or, completely from that point until the ball has left the hand. This definition shall not prevent a bowler from flexing or rotating the wrist in the delivery swing.

The International Cricket Council and Cricket Australia have procedures relating to the above Law's application. It is appropriate that the NSW Districts Cricket Association also develops, promotes and applies a procedure for application in its own competitions. Such a procedure should be in the best interests of both the player, and the competition as a whole.

## **2 OBJECTIVES**

- a) To ensure that every bowler playing in a NSW Districts Cricket Association competition has a delivery action that complies with Law 21.
- b) To assist any bowler with an "illegal" action to comply with Law 21.

## **3 APPLICATION**

This procedure shall automatically apply in the event that as follows:

- a) A NSW Districts Cricket Association appointed umpire formally "reports" to the NSW Districts Cricket Association a player who has bowled what the umpire considers to be a clearly "illegal" delivery in breach of Law 21, three times during the same innings; and/or
- b) Two different NSW Districts Cricket Association appointed umpires, during at least two different matches during any 12-month period, each formally "mention" to the NSW Districts Cricket Association a player who has bowled what each umpire considers to be one "illegal" or "doubtful" delivery during a match.

In forming an opinion as to whether a bowler's delivery is clearly "illegal", or is "doubtful", an umpire shall be guided by Law 21.

NSW Districts Cricket Association particularly notes that under the provisions of Law 21, an umpire must call and signal "no ball" for each delivery that, in the umpire's opinion, a bowler has delivered "illegally."

## **4 REVIEW PROCESS**

### **4.1 Report to NSW Districts Cricket Association**

- a) Following a match, an umpire shall formally "report" or "mention" to the NSW Districts Cricket Association any "illegal" or "doubtful" delivery by a bowler. The umpire shall provide as much written information as possible regarding the timing, circumstances and nature of any such delivery.
- b) An umpire must advise the player's Association, as Law 21 requires.

## DOUBTFUL BOWLING ACTION POLICY

- c) The NSW Districts Cricket Association shall immediately provide the player's Association with a copy of each such "report" or "mention".
- d) Upon the NSW Districts Cricket Association's receipt of one "report" or two "mentions", that player shall not bowl again in an NSW Districts Cricket Association competition match, for a period of one month.
- e) Following that one-month period, a player may re-commence bowling in NSW Districts Cricket Association matches until such time as he has accumulated another "report" or a further two "mentions."
- f) Upon the NSW Districts Cricket Association's receipt of a second "report" or a further two "mentions", that player shall not bowl again in an NSW Districts Cricket Association competition match, for a period of three months.
- g) Following that three-month period, a player may re-commence bowling in NSW Districts Cricket Association matches until such time as he has accumulated another "report" or a further two "mentions."
- h) Upon the NSW Districts Cricket Association's receipt of a third "report" or a further two "mentions", that player shall not bowl again in an NSW Districts Cricket Association competition match, for a period of 12 months.

### 4.2 Notes to Process

- a) Law 21 makes officiating umpires solely responsible, on a delivery-by-delivery basis, for the determination of each individual delivery's fairness during a match.
- b) Accordingly, there is no limit on the number of times that an umpire may provide the NSW Districts Cricket Association with a "report" or "mention" for the same player, or on the number of times that an umpire may "no-ball" the same bowler during a match, except as limited by Law 21.
- c) Neither the NSW Districts Cricket Association nor any other person or body can certify that a player has a permanently "fair" bowling action, on the basis of an assessment of a bowler's delivery action.
- d) NSW Districts Cricket Association cannot undertake biomechanical analysis of a bowler's delivery action, such as the ICC or CA would undertake in corresponding circumstances.
- e) By continuing to bowl with an "illegal" action", a player delays the process of rendering that action "fair", and thereby satisfying the provisions of Law 21.
- f) Accordingly, the NSW Districts Cricket Association strongly encourages a player's club, during any period in which that player is not permitted to bowl, to assist the player by all means possible to develop a delivery action that is more likely to, in the opinion of umpires, comply with the provisions of Law 21.

## DOUBTFUL BOWLING ACTION POLICY

- g) The NSW Districts Cricket Association will prepare, and regularly update, a register of “reports” and “mentions” of bowlers arising from Law 21. The NSW Districts Cricket Association will provide the NSW CUSA with a copy of that updated register, following each such update.
- h) A player has no right of appeal to any course of action by an umpire or the NSW Districts Cricket Association relating to this procedure, other than on a point of law.



# EXTREME HEAT POLICY

## PREAMBLE

This policy aims to make similar decisions in the future more objective and automatic for the benefit of players, umpires and administrators.

The NSW Districts Cricket Association Extreme Heat Policy applies to all Players, Player Support Personnel and Match Officials (collectively known as Participants) involved in any NSW Districts Cricket Association competition.

In adopting the Policy, consulted took place with Cricket NSW following discussions with Cricket Australia's Chief Medical Officer.

## INTRODUCTION

This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators. It is recognised that NSW Districts Cricket Association matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

## APPLICATION

This Policy shall apply to all NSW Districts Cricket Association matches.

### 1. TEMPERATURE THRESHOLD

Where a temperature threshold is stated, the following measurements shall apply.

- a) Air Temperature is a measure of how hot or cold the air is. It is the most commonly measured weather parameter;
- b) Feels Like Temperature: The "Feels like" temperature is a measurement of how hot or cold it really feels like outside. The "Feels Like" temperature relies on environmental data including the ambient air temperature, relative humidity and wind speed to determine how weather conditions feel to bare skin. The "feels like" temperature may vary from the air temperature depending on the level of humidity and wind.

### 2. SMARTPHONE APP

The BOM (Bureau of Meteorology) Weather App is to be the official App for sourcing temperature data. The App displays the actual air temperature as well as the "feels like" temperature at a particular location. Smartphone location settings must be enabled. Alternative weather apps may be used if the BOM App's data appears to be inaccurate or not up to date.

### 3. ADDITIONAL DRINKS INTERVALS AND EXTENDED INTERVALS

Prior to the commencement of play, the umpires and captains shall conduct a heat safety briefing –

- a) to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals; and
- b) to determine whether to extend the duration of lunch intervals.

## 4. CESSATION, RESUMPTION AND ABANDONMENT OF PLAY

a) Cessation of Play: In the event that either the Air temperature or the “Feels Like” temperature reaches or exceeds 42 degrees Celsius, the umpires shall cease play.

b) Resumption of Play: Following a cessation of play under 4 (a) above, play shall only resume if the air temperature drops to, or below, 38 degrees Celsius within 1 hour after a cessation of play, otherwise, the day’s play shall be abandoned.

c) Abandonment of Play:

i. The day’s play shall be abandoned in the event that play does not resume within 1 hour after a cessation of play (refer 4b above); or

ii. Notwithstanding 4 (c) (i) above, the umpires, in consultation with the captains, may abandon the day’s play immediately following a cessation, if the BOM App’s hourly forecast does not show a fall in temperature to 38 degrees within 1 hour after the cessation. In other words, there may be no requirement to wait 1 hour before a decision is made to abandon the day’s play.

d) There shall be no discretion to allow a resumption of that day’s play once play has been abandoned due to extreme heat.

## 5. PLAYER HEALTH AND WELFARE

Notwithstanding (4) above, the umpires shall have the sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, it would be dangerous to the health and welfare of any, or all, of the participants. To assist the umpires in exercising their discretion, they may –

a) take into account any apparent signs of heat stress being displayed by any of the participants.

b) refer to an air temperature thermometer, if properly installed in the shade at the match venue.

## 6. ADVANCE CANCELLATION OF AN ENTIRE DAY’S PLAY

The NSW Districts Cricket Association has the power to cancel a day’s play in the event that, on the day prior to scheduled play, the forecast temperature is 44 degrees or more.

## 7. AMENDMENT TO PLAYING TIME

By monitoring 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, the NSW Districts Cricket Association has the power to reschedule the start of play to 9.00am in any match, in order to maximise the opportunity for play during a cooler time of day.

The NSW Districts Cricket Association will seek to provide associations with ample advance notice that an amendment to playing time may be imminent.

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

# GUIDELINES FOR POOR AIR QUALITY

The risk of health issues due to poor air quality is related to:

1. Concentration of pollutants in the air (air quality measures)
2. Exposure
  - i) how long you are exposed to the pollutants
  - ii) how much you are breathing in (e.g. exercising v stationary)
3. Individual risk factors like:
  - i) Asthma or other respiratory condition
  - ii) Pregnancy
  - iii) Older or very young people
  - iv) Cardiovascular disease

## Air Quality Measurements

The key air quality measurements used in deciding if it is safe to play are:

1. Visibility Measure – also known as the NEPH measurement
  - i) Typically measured and reported hourly
  - ii) Measures the visibility reduction due to pollutants (known as particle matter)
  - iii) The higher the measure the poorer the visibility

This is not available in all states.

## 2. Particles Matter measures

- i) PM2.5 is the key measure
- ii) Typically published every hour, but as a 12-hour rolling average (24-hour rolling average at some sites)
- iii) PM2.5 rating is a measure of the Particle Matters that are smaller than 2.5 micrometers in diameter (this is approximately 3% of the diameter of a human hair)
- iv) These PM2.5 particles are considered most hazardous because they bypass the protective mechanisms in the nose and throat that normally trap particles, travelling into the lungs.

## 3. Air Quality Index (AQI)

Reported as either;

- i) a composite measure of a number of pollutants – it takes whatever pollutant has the highest reading at the time, so could be a measure of PM10 or NO2, or • an adjusted index from raw data (see below)

Cricket NSW uses the AQICN.org website ([www.aqicn.org](http://www.aqicn.org)) as it is a consistent website and uses one consistent measure. Cricket NSW is using the PM2.5 as the guide for postponing play. The cut off of 150 for the PM2.5 has been chosen as it best represents the various government and health department recommendations for exercising in smoke environments.

*Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 3rd edition 2022 shall apply.*

# 50 OVERS A SIDE PLAYING CONDITIONS

## LAW 1 - THE PLAYERS

**Law 1** shall apply subject to the following:

**1.1** A team shall consist of 12 players. Only 11 players are allowed to field whilst the opposition team is batting. One player 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 12 players can bowl. Fielders within the nominated 12 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.

### 1.2 Martin Shield

- a) Have played at least three matches in the previous season for an affiliated club in any competition conducted by the association (including combined Association competitions) they wish to represent, prior to participating in an Inter-Districts Competition match, or
- b) Have played in least one match in the current season for an affiliated club in any competition conducted by the association (including combined Association competitions) they wish to represent, prior to participating in an Inter-Districts Competition match (appearance of a player's name on a team list does not, on its own, satisfy this criteria).

### 1.3 Dispensations

Dispensations can be sought for players in the Martin Shield through submission to the Secretary NSW Districts Cricket Association, no later than 48 hours prior to match in question.

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

### 2.2 - Other Extreme Weather (Extreme Heat or Air Quality)

Refer to pages 13-15.

## LAW 3 - THE SCORERS

**Law 3** shall apply.



## 50 OVERS A SIDE PLAYING CONDITIONS

### **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** Either four (4) piece 156 gram Kookaburra Regulation or Senator leather balls may be used. The colour of the balls to be used will be determined by the NSW Districts Cricket Association 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

### **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 Interval Between Innings**

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

#### **11.2 Team Batting First Dismissed in Less Than 25 Overs**

Where the team batting first is dismissed in 25 overs or less, the length of the interval must be reduced to 15 minutes. The game is then played to completion with no further intervals other than drinks breaks. Clause 11.4 shall also apply.

#### **11.3 Team Bowled Out Early Ahead of Scheduled Innings Change**

If the team batting first is bowled out early ahead of the scheduled time for the change of innings the interval shall not under any circumstances be reduced or deferred subject to the provisions of clause 11.2 and/or 12.2.

#### **11.4 Deferrment of "Lunch" Break**

Under no circumstances shall a "lunch" break be deferred and taken after the commencement of the team batting second.

## 50 OVERS A SIDE PLAYING CONDITIONS

### 11.5 - 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 notwithstanding 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) Under conditions of extreme heat the umpires may permit extra intervals for drinks.
- 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.

### LAW 12 - START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

(All references to time in this document are Daylight Saving Hours). Where a match starts on time and has no interruptions the required playing hours are as follows:

#### 12.1 Hours of Play (day matches)

1st Session	10.00am to 1.20pm
Innings Interval	1.20pm to 2.00pm
2nd Session	2.00pm to 5.20pm

#### 12.2 - Slow Over Rates

Each team is allocated 200 minutes to bowl its 50 overs at the rate of one over every four (4) minutes. Where the team bowling first fails to complete its overs in the allotted time the duration of the lunch break can be reduced from 40 minutes to no less than 25 minutes to absorb some (or all) of the extra time used to complete the innings.

#### 12.3 – Amendment To Playing Hours

Where approved, Day/Night matches will consist of 2 sessions of play, each of 200 minutes duration, with intervals equal to those set for day matches. Actual playing times shall be approved by the NSW Districts Cricket Association Committee of Management. NSW Districts Cricket Association Committee of Management reserves the right to amend the start and finish times of all matches.

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### 12.4 – Additional Playing Time Due to Late Starts or Weather Delays

- (a) **Extra “Make Up” Time** - A total of 100 minutes of extra time is available where the start of play is delayed or play is suspended due to weather or ground conditions. All extra time is to be exhausted before any reduction to the interval or prescribed number of overs.
- (b) **Using Recouped Time (i)** - 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 100 minutes described above before overs are reduced.
- (c) **Using Recouped Time (ii)** - Where play is suspended after the game has started, upon resumption it will often be possible to lose more than 100 minutes and not lose any overs due to the fact that the bowling team may often be ahead of the required over rate. This due to the fact that overs remaining in the match are calculated based on playing time remaining - Refer Playing Condition 13.
- (d) **Late Start Table** - All matches that start late will see playing times rescheduled as per the table at the rear of these Playing Conditions.

### 12.5 Loss of Playing Time / Reducing the Change of Innings Interval

Once the 100 minutes of make up time and recouped time is exhausted as per clause 12.4, the time taken for the change of innings interval shall be either 40, 25, or 15 minutes. This will be determined using the overs per innings that is listed on the late start table at the end of these playing conditions.

## 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 first fails to bowl the required number of overs by the scheduled time for cessation of the session (200 minutes), play shall continue until the required number of overs has been bowled.
- c) Where the first innings goes over 200 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) If the team fielding second fails to bowl its quota of overs in less than 200 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

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- e) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each four minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting). Law 41.9 can only be utilised during an innings and not after the innings is complete.

### 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 20 overs each team to constitute a match.)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.

- b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) If an over recalculation comes up with a figure including a fraction then the calculation shall be rounded up to the nearest over.

### 13.3 Delay or Interruption to the Game – Calculating Over Reductions

- a) No overs shall be lost until 100 minutes of playing time has been lost. Should the innings of the team batting first be 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 100 minutes described above before overs are reduced - Refer To Playing Condition 12.4.
- b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows:
  - (i) Upon resumption of play umpires are to establish the re-scheduled finish time and calculate the number of minutes remaining to that time. They must also deduct the appropriate time for the change of innings if the team batting first has not yet completed its innings.
  - (ii) Divide the total number of **playing minutes that remain** to the re-scheduled finish time by four (4) to come up with the maximum number of overs that remain in the game.
  - (iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.

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- c) To constitute a match, a minimum of 20 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

Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs, which are allowed in a spell and in a day's play. See table below:

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

**Note:** A player who continuously delivers a spell of spin bowling does not have to comply with the above restrictions and can, if required, bowl as much as 10 overs straight.

### 13.6 - Restrictions on Youth Bowlers – Rest Periods

- a) Any player restricted as per Clause 13.5 above who finishes a complete spell shall not bowl again until 30 minutes of clock time elapses.
- b) A bowler who has bowled a spell of less than the maximum spell permitted for their age (as defined above) may resume bowling prior to the completion of the necessary 30 minute break. However, 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.
- c) If during the course of an over the umpires become aware of the fact that the bowler has exceeded the number of overs allowed in a spell, when the ball becomes dead the umpires shall instruct the captain to have another player finish that over. Such player shall have neither bowled the previous over, nor be allowed to bowl the next over.

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### 13.7 - Restrictions on Youth Bowlers - 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 Playing Condition 13.5 throughout the day; and
- b) If the bowler begins with spin/slow bowling and changes to medium pace (or faster), Playing Condition 13.5 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 the current spell.

### LAW 14 - THE FOLLOW ON

Law 14 shall not apply.

### LAW 15 - DECLARATION and FORFEITURE

Law 15 shall not apply.

The team batting first must bat its full quota of overs (unless dismissed earlier). No team batting first shall be allowed to declare its innings closed.

### 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 20 overs (preliminary matches), subject to the provisions of clause 13.2 and 13.3, unless one team has been dismissed in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A match shall be a "draw" if both teams have not had the opportunity to bat for a minimum of 20 overs because:

- a) The innings of the team batting first could not commence by 4.04pm daylight saving time
- b) The innings of the team batting second could not commence by 5.40pm daylight saving time or,
- c) The innings of the team batting second would be reduced to less than 20 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 20 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method.

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### 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 20 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 run rate method.

### 16.3 – The Run Rate Method

- a) A team's run rate is calculated by dividing its total score by its total number of overs received.
- b) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
- c) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.
- d) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the first team batting, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining. See Examples 1 and 2 below.

**Example 1** - Team A batting first scores 6/225 off 50 overs at a rate of 4.5 runs per over. Team B batting second has a rain delay and on resumption has their overs reduced from 50 to 25. The revised target score is therefore  $25 \times 4.5$  which equals 112.5. The winning target score therefore must be rounded up to 113. As soon as 113 is scored the match is over and no further play is required even though there are overs not yet bowled.

**Example 2** - Team A batting first is bowled out in 35 overs for 170. As they were bowled out their total score of 170 is divided by 50 (not 35) to end up with a run rate of 3.4. Team B batting second has a rain delay and on resumption has their overs reduced from 50 to 29. The revised target score is therefore  $29 \times 3.4$  which equals 98.6. The winning target score therefore must be rounded up to 99. As soon as 99 is scored the match is over and no further play is required even though there are overs not yet bowled.

- e) If the innings of the side batting second is suspended (with at least 20 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparing each team's run rate at the instant of the suspension of the match. If each team's run rate is identical the match result is a Tie, otherwise the result is a win to the team with the superior run rate.

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### 16.4 - 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	1
Loss	0
Bye	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.

### 16.5 - Bonus Points

- 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.
- In order for the team batting second to gain one bonus point, 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).
- Where matches are shortened and targets revised through the run rate method, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

### 16.6 - Forfeits

A match will be defined as a forfeit where a team fails or refuses to play the game. A match shall also be defined as a forfeit where the umpires award the match to the opposing side due to a refusal to play. Refer MCC Laws of Cricket, Law 16.3.

Where a team loses by forfeit, six competition points shall be deducted and a mark of zero will be allocated to that team's Spirit of Cricket mark for the match. The competition management may impose additional sanctions if it sees fit to do so.

Where a team wins by forfeit, six competition points shall be awarded notwithstanding that seven points shall be awarded if another team in the same age group on that day wins a match with a bonus point. However, the winning team will not receive a Spirit of Cricket assessment for this match.

### 16.7 - Finals Series

- Finals will be played at grounds as determined by the Committee of Management.
- If the match is to be played on a neutral ground, the first mentioned team in the final is the home team



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## 16.8 - Determining the Competition Winner – Martin Shield (Finals Series)

### Martin Shield

A finals series will be played with the top six teams qualifying. A qualifying finals and semi finals series will be played to determine the remaining two teams who will contest the final of the Martin Shield.

### Amendment of Finals Series

The NSW Districts Committee of Management reserves the right to amend the format of the finals series as appropriate.

## 16.9 - No Play in the Final

In the event of a draw or tie in the final, the Shield for that competition shall be jointly awarded to both teams.

## 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.

### 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 cones/witches hats positioned at least two (2) metres inside the fence to define the boundary.

## 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

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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:

- i) There is a change of striker (the provisions of clause 28 shall apply), 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.

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.

### LAW 22 - WIDE BALL

Law 22 shall apply subject to the following:

Strict One-Day Wides are applicable in this competition. Wides are called in the same way as seen in limited over or T20 matches in international cricket.

**22.1** - A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump – See Appendix 2) 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 the Law.

**22.2** - Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.

**22.3** - 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.

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**22.4** - If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide after pitching, if the ball passes above the head height of the striker standing upright at the popping crease.

### **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 12 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 13th 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 - RUNNERS**

Law 25 shall apply with the addition of:

#### **25.1 - 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.

#### **25.2 Wearing of Helmets**

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. Refer to Helmet Policy on page 4.

### **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 grill. Refer to Helmet Policy on page 4.

### **LAW 28 - THE FIELDER**

Law 28 shall apply with the addition of the following:

#### **28.1 – Wearing of Helmets**

- a) At all times, when fielding in a position closer than 7 metres from the batter's position on the popping crease on a middle stump line (for example, short leg or silly point,) a fielder must wear a British Standard 7928:2013 compliant helmet. (This is with the exception of any fielding position behind the popping crease on both the off and on sides). Refer to Helmet Policy on page 4.
- b) Fielders positions behind the popping crease on either side of the wicket are exempt from Clause (a) above.

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### 28.2 - Limitation of On Side fielders

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

### 28.3 – Fielding Restriction Circles

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). 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 yard (4.57 metres) intervals.

### 28.4 - Restrictions on the Placement of Fielders - At the Instant of Delivery

Three periods of play shall occur during the innings. These are known as powerplays -

- 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** - 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 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) **Infringement of Fielding Conditions** - For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".



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### 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.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
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

### LAW 29 - THE WICKET IS DOWN

Law 29 shall apply.

### LAW 30 - BATTER OUT OF THEIR GROUND

Law 30 shall apply.

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### **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 (Short Pitched) Bowling**

Law 41.6 applies subject to the following amendments;

- a) A bowler shall be limited to two (2) fast short pitched delivery per over.
- b) A fast 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 bowlers 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 (f) below, a ball that passes clearly above head height of the batter, that prevents them from being

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able to hit it with their bat by means of a normal cricket stroke shall call and signal "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 two (2) 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 (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 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 repeat the procedure in (f) and (g) above and advise the bowler that this is his 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 via their match report form and the Committee of Management shall take such action as is considered appropriate against the captain and the bowler concerned.

### 41.2 - Bowling of High Full Pitched Balls

Law 41.7 applies with the following additional information:

- a) As a guide, an official warning should only be given against a bowler for a high full toss delivery if the umpire answers YES to each of these questions –
  - (i) Was the ball delivered full pitch above the waist of the striker?
  - (ii) Was the delivered ball directed at the body of the striker?

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(iii) Whether or not the ball is struck by the batter, if the delivered ball 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 sight screen being moved.

## LAW 42 PLAYERS CONDUCT

Law 42 which gives umpires the power to "sin bin" or send off a player shall NOT apply.

### 42.1 - The Competition Code of Conduct - Preamble

- a) A Code of Conduct reporting process exists where any player, or any person directly involved in a match, whether on or off the field, can be reported if they engage in disorderly or improper behaviour which breaches the competitions Code of Conduct.
- b) **Definition Of Code** - Disorderly or improper conduct or behaviour includes, but is not restricted to, a person -
  - (i) Assaulting or attempts to assault, abuses, intimidates, vilifies or bully, either orally or physically, an umpire, player, club official or spectator.
  - (ii) Disputes, dissents or argues, as distinct from questioning, an umpire's decision, or reacting in an obviously provocative manner towards an umpire.
  - (iii) Using crude or abusive language, on or off the field, including inside the confines of a dressing room, whether directed at another person or not. Also, using any form of offensive hand signals or other visual gestures.
  - (iv) Abusing personal match equipment, abusing on field equipment (eg, stumps), abusing boundary markers or venue facilities (eg, boundary fence or dressing room facilities). "Abusing" is defined as a player throwing or striking equipment to make contact with something else. This shall also apply to any actions (verbal or physical) that occur within the confines of a dressing room.
  - (v) Indulges in cheating or any sharp practice which includes appealing knowing the batter is not out, or charging towards an umpire when appealing.
  - (vi) Engages in any form of poor conduct or behaviour, on or off the field, detrimental to the spirit of the game or likely to bring the game into disrepute.
  - (vii) Refusing to supply the name of a person when requested by an umpire for the purposes of lodging a report.



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(viii) All NSW Districts Cricket Association under age matches are strictly alcohol free events. No person officiating or participating in shall consume alcohol during matches.

- c) The Role Of The Captain - The captain of a team shall ensure that players comply with the Code of Conduct. The captain of a team breaches the Code if a player in their team engages in continuing improper conduct after the umpires have addressed the issue with the captain. The competition manager shall, if deemed appropriate, lodge a Code Of Conduct breach against the captain following the receipt of a report on the conduct of a player in their side.

### 42.2 - The Competition Code of Conduct - Process

- a) **Reporting** - Umpires must report all breaches of the Code of Conduct by midday on the Monday following the completion of the match. A specific Code of Conduct Reporting Form must be completed by BOTH umpires and be submitted by email to the Secretary NSW Districts Cricket Association as well as the Umpires Appointments Officer. Such report must be included in a separate email to the one where the umpires submit the match scores report form.
- b) **Process Post Report** - Once a Code Of Conduct report is received it will be supplied to the NSW Districts Cricket Association Code of Conduct Commissioner who shall take appropriate action which may include but is not restricted to -
- (i) Taking no action.
  - (ii) The issue of an official caution letter.
  - (iii) An offer which supplies the reported person an early guilty plea suspension to avoid the need for a formal judiciary hearing, or
  - (iv) Referring the matter to a formal judiciary hearing.

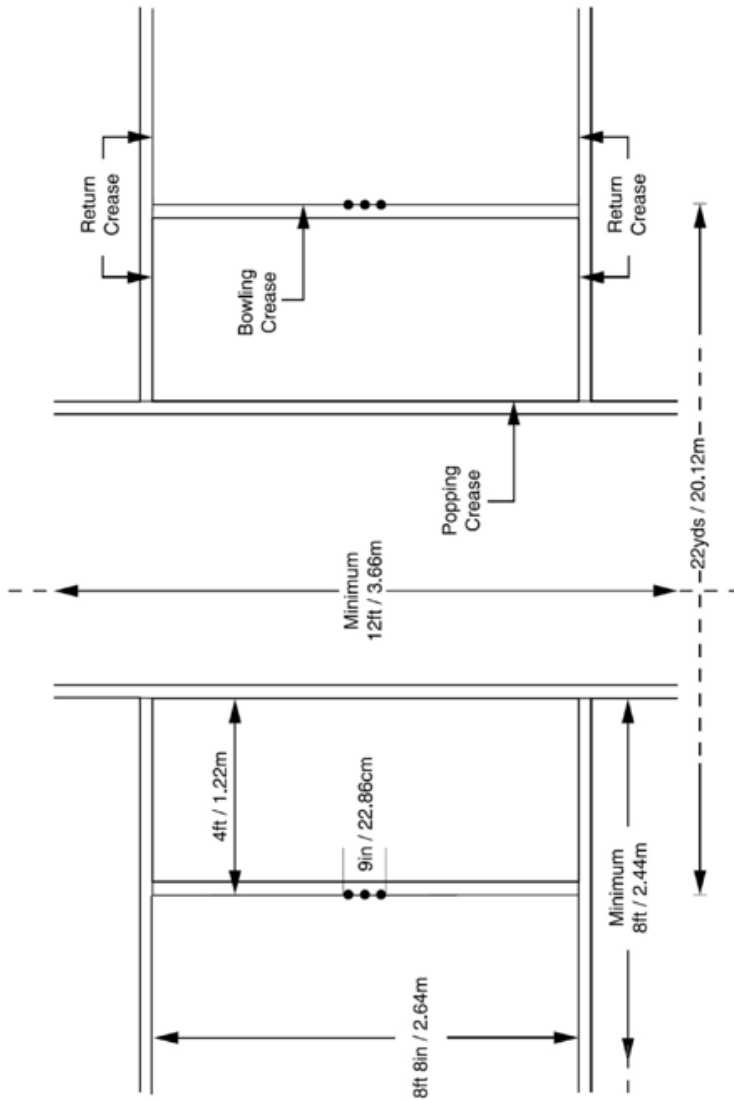
### 42.3 - The Competition Code Of Conduct – Spectators

Any person reported who has no official capacity with the team in question (eg, the parents of players acting solely as spectators) shall see the Committee of Management deal with the matter by referring the report to the management of the Association that team represented and instructing that Association to deal with the matter in a manner that is wholly acceptable to the competitions Committee of Management.

# 50 OVERS A SIDE PLAYING CONDITIONS

## APPENDIX 1

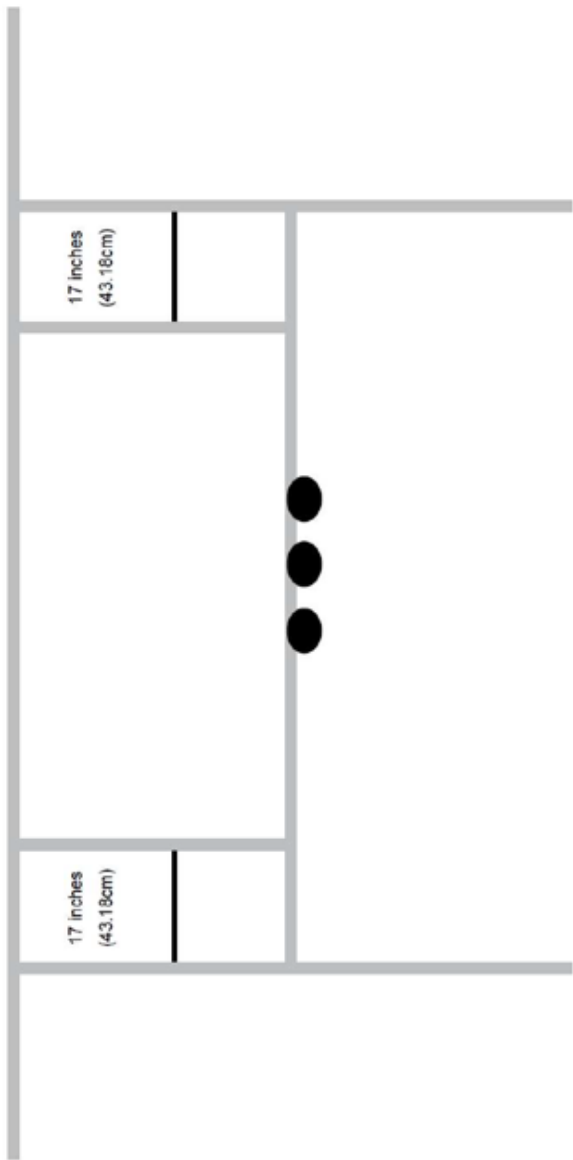
### The creases (Clause 7.1)



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APPENDIX 2

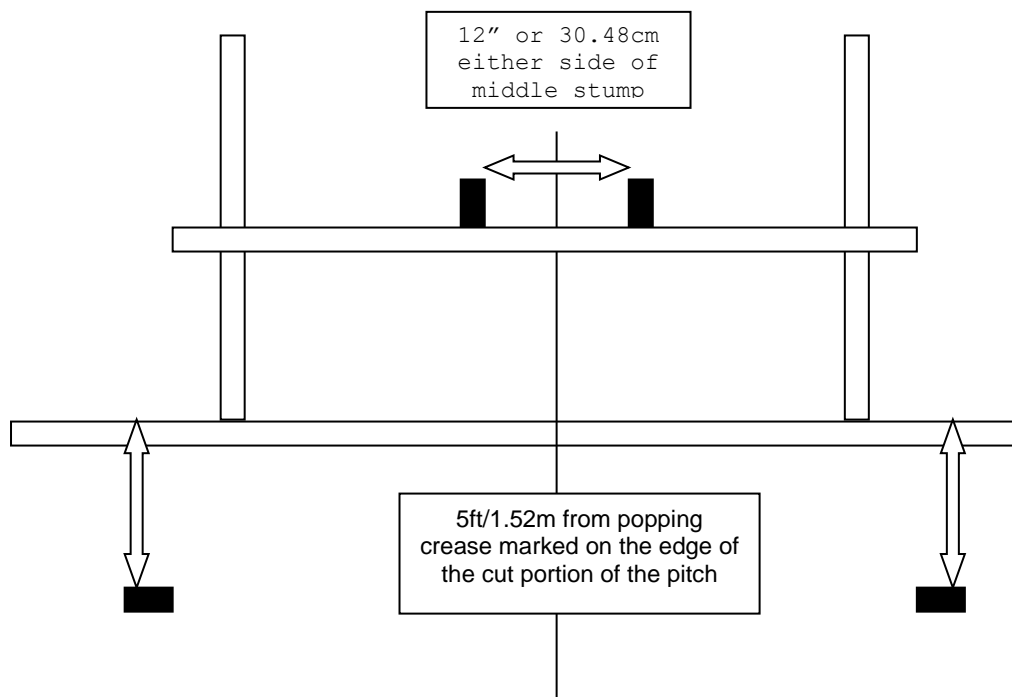
Off Side Wide Guidelines



# 50 OVERS A SIDE PLAYING CONDITIONS

## LAW 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

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



# 50 OVERS A SIDE PLAYING CONDITIONS

## LATE START TABLE

Over reductions for Late Starts – 50 Overs Cricket  
(up to 100 minutes of make up time available before overs are lost)

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs	Minutes Lost
10.00 - 1.20	40	2.00 - 5.40	200	50	0
10.30 - 1.50	40	2.30 - 6.10	200	50	0
11.00 - 2.20	40	3.00 - 6.40	200	50	0
11.20 - 2.40	40	3.20 - 7.00	200	50	0
11.40 - 3.00	40	3.40 - 7.00	200	50	0
11.48 - 3.04	40	3.44 - 7.00	196	49	8
11.56 - 3.08	40	3.48 - 7.00	192	48	16
12.04 - 3.12	40	3.52 - 7.00	188	47	24
12.12 - 3.16	40	3.56 - 7.00	184	46	32
12.20 - 3.20	40	4.00 - 7.00	180	45	40
12.28 - 3.24	40	4.04 - 7.00	176	44	48
12.36 - 3.28	40	4.08 - 7.00	172	43	56
12.44 - 3.32	40	4.12 - 7.00	168	42	64
12.52 - 3.36	40	4.16 - 7.00	164	41	72
1.00 - 3.40	40	4.20 - 7.00	160	40	80
1.08 - 3.44	40	4.24 - 7.00	156	39	88
1.16 - 3.48	40	4.28 - 7.00	152	38	96
1.24 - 3.52	40	4.32 - 7.00	148	37	104
1.32 - 3.56	40	4.36 - 7.00	144	36	112
1.40 - 4.08	25	4.33 - 7.00	148	37	104
1.48 - 4.12	25	4.37 - 7.00	144	36	112
1.56 - 4.16	25	4.41 - 7.00	140	35	120
2.04 - 4.20	25	4.45 - 7.00	136	34	128
2.12 - 4.24	25	4.49 - 7.00	132	33	136
2.20 - 4.28	25	4.53 - 7.00	128	32	144
2.28 - 4.32	25	4.57 - 7.00	124	31	152
2.36 - 4.36	25	5.01 - 7.00	120	30	180
2.44 - 4.44	15	4.59 - 7.00	120	30	180
2.52 - 4.48	15	5.03 - 7.00	116	29	188
3.00 - 4.52	15	5.07 - 7.00	112	28	196
3.08 - 4.56	15	5.11 - 7.00	108	27	204
3.16 - 5.00	15	5.15 - 7.00	104	26	212
3.24 - 5.04	15	5.19 - 7.00	100	25	220
3.32 - 5.08	15	5.23 - 7.00	96	24	228
3.40 - 5.12	15	5.27 - 7.00	92	23	236
3.48 - 5.16	15	5.31 - 7.00	88	22	244
3.56 - 5.20	15	5.35 - 7.00	84	21	252
4.04 - 5.24	15	5.40 - 7.00	80	20	260