

**Church Cricket NSW (CCNSW)**  
**And**  
**Inner West Harbour Cricket Association (IWHCA)**

**A Grade, B Grade and C Grade**

**JOINT COMPETITION  
PLAYING RULES AND BY-LAWS**

**2021-22 Season**  
**(ALL MATCHES ALL GRADES -- 35 OVER FORMAT)**

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## Application

These By-Laws are to be applied in conjunction with

The latest *MCC Laws of Cricket* <https://www.lords.org/mcc/laws>

The *Spirit of Cricket in the Laws of Cricket (2017 Code 2<sup>nd</sup> Edition – 2019) – preamble*

<https://www.lords.org/mcc/laws/preamble-to-the-laws-spirit-of-cricket>

relevant NSWDCA amendments <http://nswdca.nsw.cricket.com.au>

The *Code on Racial and Religious Vilification of Cricket NSW*

The *NSW Child Protection (Prohibited Employment Act (1998))* <https://legislation.nsw.gov.au/#/view/act/1998/147>

The *Joint Committee* refers to the joint committee of the two associations – CCNSW and IWHCA which acts under the auspices of the NSW District Cricket Association (NSWDCA) and Cricket NSW (CNSW).

The Joint Committee, comprising of at least three delegates from each association shall act as arbitrator for any disputes relating to the application of these rules and by-laws.

## By-Law 1

### General

- 1.1 CCNSW and IWHCA (**the Associations**) shall conduct competitions amongst **affiliated Clubs**.
- 1.2 The Senior competitions are **open age**. Players who are under the age of 15 at the commencement of the season must supply a parental consent form with their application for registration, and participation must be approved by the Joint Committee.
- 1.3 The Associations shall recognize any **disqualification** of a Club by Associations affiliated with NSWDCA.
- 1.4 Each Club shall **pay relevant fees prior to 31 October**. The remainder of the fees are to be paid in accordance with the direction of the Treasurer of each of the Associations.
- 1.5 All players to be registered in the Association's Senior competition must be **members** of IWHDCA Inc or CCNSW.
- 1.6 Each or any club may be required to **play on Public Holidays or Sundays**, provided that notice is given prior to or at the last Senior Committee meeting before the match.

## By-Law 2

### Registration of Teams and Players

- 2.1 Entries for teams from the affiliated Clubs must be submitted by the **prescribed official format** for the Associations **prior to the set due date** each season.
- 2.2 Individuals wishing to register **after the closure date for entries** or **after the commencement of the season** shall do so by submitting their name, DOB, email address and previous playing experience by email to the secretary of their association **prior to the commencement of the next fixture**.

- 2.3 A team must not play an unregistered player. Should a player need to be registered on the day of the match the relevant registration documents must be lodged with the relevant Association prior to 12pm (midday) on that day. A Club shall be deemed to have played unregistered players if the relevant documents are not submitted by the required time. **Penalties shall apply.** It is the responsibility of the team wishing to play an unregistered player in an upcoming fixture to ensure that player is eligible to play.
- 2.4 No player shall be registered with **more than one club** during the season.
- 2.5 A player must have played a minimum of four (4) matches to be eligible for finals.
- 2.6 The **register of Senior players** shall be available to relevant committees via the Associations' websites. The Secretary of each is to oversee the register of players.

### By-Law 3

#### Transfer of Players Between Clubs

- 3.1 Players desiring to **transfer from one club or team to another** in the **same or higher grade** may do so provided a clearance from the player's original team is lodged with the application for transfer and the transfer is approved by the relevant committee.
- 3.2 Players desiring to transfer from one club or team to another in a **lower grade** shall, in addition to the foregoing rule, submit a clearance to the relevant Committee for approval, provided that not more than one transfer be granted to any player in the same season.
- 3.3 No transfer shall be granted **after 1 February** each season.

### By-Law 4

#### Transfer of Players within Clubs

- 4.1 Any club playing two or more teams shall be **allowed to play players from a lower grade four (4) times** in a higher grade without forfeiting their lower grade status.
- 4.2 Higher grade players can **play with the lower grade team of the same Club** only after receiving permission to do so from the relevant Joint Committee.
- 4.3 Any Club playing two teams in the same competition shall only be **allowed to play players registered in one team with the other team** after receiving permission from the relevant Joint Committee.

### By-Law 5

#### Transfer of Players from other Competitions

- 5.1 No player who has taken part in any
  - (i) International or
  - (ii) Interstate (any grade) match or
  - (iii) Competitions conducted by the Sydney Cricket Association (except AW Green Shield)  
or
  - (iv) Senior or other competitions conducted by an association affiliated or previously affiliated with the NSWDC (except City and Suburban competition and NSWDC representative teams), since the beginning of the season shall not be allowed to play with any

team of the Associations until he has **received a clearance** in accordance with the NSWDCA Rule 35 and a permit from the relevant committee.

- 5.2 NSWDCA representative players and AW Green Shield players can **return to the Club** with which they have been registered.
- 5.3 No permit shall be granted after **1 February** each season.
- 5.4 A player who is registered in the Junior competition must also have a **separate registration** to play in the Senior competition and is permitted to play unlimited games.
- 5.5 **No more than 50% of players** in a senior team are to be under 16 years of age.

## By-Law 6

### Pitches and Fitness of the Ground

- 6.1 All competition matches shall be played on **pitches approved** by the Associations and which comply with MCC laws, unless otherwise directed by the relevant committee. If the **pitch size does not comply**, then the relevant committee shall be informed and a ruling will be made.
- 6.2 In the case of Turf Pitches, the pitch length and maintenance is to be administered by the Associations in accordance with the local Council and association rules.
- 6.3 All decisions regarding the fitness of grounds for play should prioritise player safety and wellbeing.
- 6.4 Prior to commencement and during play, if official umpires are present, they are the **sole judge** of the fitness of the pitch for play.
- 6.5 Prior to the commencement of and during play, if there are no official umpires present, the decision about the suitability for play of the grounds is in the hands of **the captains**. Prior to play, if the fitness of the pitch is still in dispute then an **official from the Executive of either Association** must be sought to arbitrate a decision.
- 6.6 After the commencement of play, if no officially-appointed umpires are present and the captains disagree, the state of affairs **existing at the time of the disagreement** shall resume.
- 6.7 Prior to play, if it is agreed that no play is possible prior to 3.00pm, **play will be abandoned and the umpires will be paid accordingly**.
- 6.8 Either captain may request the umpires or opposition team to **remain at the ground until 3.00pm**, before play is called off for that day. A team which leaves the ground without an agreement between the captains or umpires will be deemed to **forfeit the game**.
- 6.9 In the event of the pitch or ground being declared unfit for play, an **alternative ground** can be used if available and suitable.

## By-Law 7

### Competition Points

#### 7.1 Table of Points to be awarded

Result	Points
Outright win	10
Outright win after tie on first innings	8
Outright win after being behind on first innings	6
Outright tie after leading on first innings	7
Outright tie on both first and second innings	5
Outright tie after being behind on first innings	2
Win on first innings	6
Loss on first innings	1
Tie on first innings if no further result	4
Draw, including no play due to ground, weather, light, etc.	3
Draw for uncompleted match (Limited Overs & 2-day games)	3
Outright loss after leading on first innings	4
Outright loss after tie on first innings	2
Outright Loss after being behind on first innings	0
1st bye for season	0
Win on forfeit	Equal best points in round
Loss on 2nd forfeit for season	-5

7.2 The Joint Committee can **investigate and rule upon any circumstances in any match, including deducting competition points** from a team or teams.

7.3 A **tie** shall result when runs are equal at the end of the game, **irrespective of wickets lost**.

## By-Law 8

### Equal Points at the End of Preliminary Rounds

8.1 When the points scored by two or more teams in a Grade are **equal at the conclusion of the preliminary rounds**, the higher ranked team shall be **determined by averages**, obtained by the following:

- the **batting average for** each team shall be obtained by dividing the total number of runs it has scored by the number of wickets it has lost, and
- the **batting average against** each team shall be obtained by dividing the total number of runs scored against it by the total of wickets it has taken; and
- The batting average for is divided by the batting average against, and the team having the higher quotient shall be deemed to have had the better performance.

The quotient as displayed on the MyCricket website shall be taken as correct unless the results are in dispute.

- 8.2 For the purpose of this By-Law, a player who has **retired hurt**, shall be deemed to have been "Not Out", and a team that declares its innings closed, shall be deemed to have lost the total number of wickets that have fallen. This also applies when the batting team does not have its full team present.

## By-Law 9

### Game Day, Forfeit, Lateness, Absence, Conceding the Game

- 9.1 Team sheets will be handed to Umpires or in the event of no Umpires to the opposing Captain a minimum of **ten (10) minutes prior to the scheduled starting time**. Any team not prepared to exchange team sheets prior to the toss will **lose the privilege to toss**. The toss must be completed at least 10 minutes prior to the scheduled starting time. For a team to be ready to toss they must have their stumps and bails in position or have provided them to the umpire, have a minimum of six (6) registered players in attendance, and must have completed a team sheet in readiness to exchange.
- 9.2 Each team shall provide a minimum of **six (6) boundary markers or flags** each for use in all matches where required.
- 9.3 The team forfeiting a match may have to pay a **ground fee fine**.
- 9.4 A team which fields **fewer than seven (7) players at the allotted ground by twenty minutes** after the official starting time shall be deemed to have forfeited the match.
- 9.5 A team which **refuses to commence a match** at any time after the commencement of play for any other reason than not having seven players, shall be deemed to have conceded the match.
- 9.6 The responsibility for attending the correct ground shall rest with the team concerned and a team **failing to attend the allotted ground** shall be deemed to have forfeited the match.
- 9.7 The Match Result Report must clearly outline the conditions under which a forfeit is claimed.
- 9.8 The absence of a team without **due notice** to each association secretary (seven days) shall count as a **forfeit win to the opposing team**, and all ground fees may be payable by the absenting Club.
- 9.9 Any Club unable or refusing without a reasonable excuse to proceed with the game within twenty (20) minutes of the appointed starting time may forfeit the game.
- 9.10 In the event of a late start exceeding twenty (20) minutes, a declaration of the starting time signed by both Captains or the official Umpire must be made on the Team or Result Sheet or scorebook and the non-offending team must indicate that they are playing the game under protest. If the two Captains do not agree on the starting time, they must countersign each other's times.

The procedure for any other protest concerning times (i.e. late starts of less than twenty (20) minutes; late resumptions after drinks, change of innings, or lunch intervals; early finishing, shall be as stated above for a late start exceeding twenty (20) minutes.

## By- Law 10

### Absent Player

- 10.1 If a player is absent at the commencement of play, once he arrives, **he is permitted to bowl immediately.**
- 10.2 If a player leaves the field once play has commenced, or does not take the field when present and is off the field for more than 3 overs, he is not permitted to bowl again in that innings until has resumed the field for the same number of overs for which he was absent.

## By-Law 11

### Attire

- 11.1 All players must wear
  - conventional white or cream shirt (with either long or short sleeves and fitted with a collar)
  - white or cream long trousers, white or cream sweater or jumper (either long or short sleeve),
  - white or cream or predominantly white socks,
  - any athletic boots or shoes or an executive approved playing uniform.
  - appropriate cricket cap or helmet or an appropriate hat.
  - Helmets when batting.
- 11.2 Requests to wear **coloured team shirts** must be submitted to the Joint Committee and written permission granted before use.
- 11.3 No player may bat, bowl or field in a **coloured jumper**, unless given permission from the opposing Captain.
- 11.4 In addition to a Club logo or badge, **a sponsor's logo or badge** may be displayed on a playing shirt. The logo or badge may be up to 10cm square or 10cm in diameter. The words, advertisement or product shall not include words or products which are not permitted in similar displayed general advertising or which offend against community standards. The logo or badge must first have the approval of the Joint Committee before it can be displayed.
- 11.5 **Sprigged or studded footwear** is not to be used under any circumstances. However, where matches are played on turf surfaces, it is highly recommended that players be encouraged to wear such sprigged footwear, so as to avoid the grass surface becoming "burnt" by the use of rubber soled shoes or boots.
- 11.6 The umpires officiating in the game, or the opposing Captain, or an Office Bearer of the Associations, where this By-Law is infringed, shall inform the offending player and his Captain, and shall officially report on the player's incorrect attire on the Official Team or Result Sheet of the game (or Scorebook).



## By-Law 12.

### Weather

- 12.1 **Player safety and wellbeing** is the main priority. In the case of Wet weather on the days of play, the committee shall decide prior to 7.00am whether to proceed with the games. If no ruling is made by 8am, then games can commence.
- 12.2 In the event of **light rain** falling before or during play, the decision whether play starts, continues or restarts shall be in the hands of the umpires & captains. If they cannot agree, and players are off the field when the dispute arises, then they shall **remain off the field**. If they are on the field when the dispute arises, **then play shall continue**.
- 12.3 Play should cease if the pitch **surface is slippery or the light is inadequate**.
- 12.4 Play should commence, or recommence if the pitch and its ground are playable.
- 12.5 Lightning in the area presents a **serious threat to the safety and lives of all on the field**. The "30/30" rule should be followed:
1. If thunder follows a lightning flash by thirty (**30**) **seconds or less**, play should cease and all players and umpires must leave the field immediately. Trees must not be used as shelter.
  2. Players and umpires must not return to the field until thirty (30) minutes **after the last lightning flash**.
  3. The 30/30 rule applies **irrespective of rain**.

## By-Law 13

### DUTY OF CARE TO PLAYERS

- 13.1 Captains must give priority to the **welfare and health of players** and consider the age and skill level of players, sun protection, hydration, proximity of fielders to batters, and use of appropriate protective equipment.
- 13.2 If an injury to a batter or fielder is severe enough that he requires medical attention or in the opinion of both Captains/managers cannot participate in the game any further, his **innings may be continued** by a player that is one of the 14 allowed to participate, but not on the list of players to bat in the game.
- 13.3 Intervals at which drinks are taken can be negotiated between Captains and Umpires if present. However, play should never continue for **more than one hour without a break**.
- 13.4 In the event of current or predicted extreme heat The Weatherzone or BOM app shall be used to source temperature data, and the local "feels like" temperature shall be used. <http://apps.weatherzone.com.au> or [www.bom.gov.au](http://www.bom.gov.au)
- 13.5 In the case of extreme heat (forecast or actual) on the days of play, the Joint Committee reserves the right to cancel or abandon any games. If the forecast predicts temperatures **above 45 degrees**, clubs will be informed by 4pm on the day before scheduled play that games will not proceed.

- 13.6 If the forecast temperature is predicted to **exceed 37 degrees**, the umpires and/or captains shall conduct a **heat safety briefing** prior to commencement of play to finalise and communicate breaks for the day's play.
- Level 1.
  - Between 37 degrees and 43 degrees. Two drinks intervals per session.
  - Level 2
  - Above 43 degrees. Play ceases and only resumes if temperature falls below 43 degrees.
- 13.7 If the umpires, (or in their absence, the opposition captain) are satisfied that a nominated player has been injured or becomes ill after swapping team sheets, they shall allow the player to have a **substitute acting for him in the field and/or a runner when batting**. The runners shall be a member of the batting side and where possible have already batted in the innings, and shall wear and carry the same type of equipment used by the injured batter.

**By-Law 14 (Semi-Finals and Finals will be played in this format)**

**Limited Over One-Day Game (35 overs per side) – afternoon during AEDT (Daylight Saving Time), or 32 overs per side during AEST (Australian Eastern Standard Time).**

- 14.1 **Hours of play:** 1.00pm to 6.30pm including a 5-minute drink break per session. Play may extend beyond 6.30pm in order to complete the allotted overs, although this is not applicable if more than thirty (30) minutes of playing time is lost. Note: during AEST, cessation of play at the end of the day will be determined by the umpires, or in their absence the captains. Player safety is paramount if light is compromised.
- 14.2 The team not prepared to toss at the scheduled starting time shall **lose that privilege**. Refer to By-Law 9.
- 14.3 Each team shall receive a maximum of the equivalent of **thirty-five (35) six-ball overs (32) six-ball overs during AEST** and the team scoring the greater number of runs, irrespective of the number of wickets that have fallen in the first innings of each team, shall be deemed to have won the match on the first innings.
- 14.4 A **part over** bowled at the end of an innings shall be classed as a completed over.
- 14.5 Unless the start of the match is delayed or the match is interrupted due to light, weather or unusual circumstances. If the team bowling first has not **completed its allotment of overs by 3.40pm** the over in progress will be noted. The team batting first will continue their innings until they receive their full allotment of overs (unless it is dismissed or declares prior). The team batting second will **receive the same number of overs that were bowled at the conclusion of the over in progress at 3.40pm**. If the team batting first is dismissed **prior to 3.40pm** the team batting second shall receive the maximum overs (35 or 32). There will be a **ten-minute change between innings**
- 14.6 Drinks are to be taken after the **completion of the 18th over** (or **16<sup>th</sup>** during AEST). If nine wickets have been lost when an interval is due, play shall continue for a **further four (4) overs** unless the innings is concluded earlier.
- 14.7 In the event of a delay to the commencement of **more than thirty (30) minutes** then the number of overs to be bowled to each team will be reduced by **one (1) for every eight (8) minutes or part thereof lost**.

- 14.8 If after the commencement of play, **thirty (30) minutes or more** of playing time is lost due to weather, light or unusual circumstances the following rules apply:  
If the match can commence, play shall continue until 6.30pm or when the side batting second completes its innings, whichever event occurs first.  
If at 6.30pm the side batting second has not been dismissed and has not reached the target runs set by the opposition, and have not received the full allotment of overs allocated to them, then a draw will be declared.
- 14.9 If after the commencement of a match, **less than thirty (30) minutes** total playing time is lost due to weather, light or unusual circumstances the match will be played out to its conclusion even if it extends beyond 6.30pm.
- 14.10 The minimum number of overs per side for a completed match is **twenty (20)**.
- 14.11 If the second innings of a one-day match is washed out, then the game will be declared a draw.
- 14.12 No bowler may bowl more than **seven (7) overs**.
- 14.13 **(A Grade only, with an official umpire in attendance)**. The delivery following a no ball called for a foot fault shall be a **free hit for the facing batsman**. The striker can only be dismissed under the circumstances that apply for a no ball (e.g. run out), even if the free hit delivery is called a wide ball. Field changes are permitted for free hit deliveries only if the batsmen have crossed.
- 14.14 A **strict interpretation of “wides”** should be applied, with all balls passing more than 40cm wide of the leg stump to be called a wide
- 14.15 Captains should encourage their bowlers to bowl a minimum of **15 overs per hour**.

## By-Law 15

### Limited Over One-Day Game (50 overs per side) - all day

- 15.1 **Hours of Play:** During AEDT (Daylight Saving Time) the hours of play shall be **10.00am to 2.00pm and 2.30pm to 6.30pm**, although play may extend beyond 6.30pm.
- 15.2 **Drinks breaks** are to be taken after the completion of the **15th, 30th and 45th over** in each innings. If nine wickets have been lost when an interval is due, play shall continue for a further four (4) overs unless the innings is concluded earlier.
- 15.3 A **lunch break** of thirty (30) minutes is to be taken at the conclusion of the first innings.
- 15.4 Each team shall receive a maximum of the equivalent of fifty (50), six-ball overs, and the team scoring the greater number of runs, irrespective of the number of wickets that have fallen in the first innings of each team, shall be deemed to have won the match on the first innings.
- 15.5 A **part over** bowled at the end of an innings shall be classed as a completed over.
- 15.6 When play is interrupted due to the fitness of the pitch, ground, weather or light, and **less than a total of thirty (30) minutes** of playing time is lost, the game will be played out to its conclusion even if the game extends **beyond 6.30pm**.

- 15.7 Where the total time lost due to the fitness of the pitch, ground, weather or light is **between thirty (30) and sixty (60) minutes**, the game shall be played as a eighty (80), six-ball over game (40 overs per side), and the team scoring the greater number of runs after receiving thirty, six-ball overs, irrespective of the number of wickets that have fallen in the first innings of each team shall be deemed to have won the match on the first innings.
- 15.8 Where the total time lost due to the fitness of the pitch, ground, weather or light is **between sixty (60) and ninety (90) minutes**, the game shall be completed as a seventy (70), six-ball over game (35 overs per side).
- 15.9 The scorers shall record the scores of each side after thirty and twenty-five overs.
- 15.10 Where a time totalling **more than 120 minutes is lost** due to the fitness of the pitch, ground, weather or light prior to a result being obtained, the game is deemed to be drawn.
- 15.11 No bowler may bowl more than **ten** overs.
- 15.12 Captains should encourage their bowlers to bowl a **minimum of 15 overs per hour**.
- 15.13 The team that bats first and leads by 100 runs or more after the completion of the first innings shall have the option of **requiring the opposition to follow on** and immediately bat again in their second innings.

## By-Law 16

### Limited Over Two-Day Game (60 overs per side) - afternoon

- 16.1 **Hours of play:** 1.00pm to 6.00pm. The 6.00pm finish time is only relevant if more than **thirty (30) minutes** playing time is lost on the first day of a match.
- 16.2 **Maximum overs** to be bowled: sixty (60) overs per side (1st innings only)
- 16.3 Each team must bowl sixty overs in their respective first innings unless a team is dismissed or declares prior to the end of the 60th over. This rule applies for the first day of the match only.
- 16.4 Sixty overs in total must be bowled on the first day of a 2-day match unless weather or bad light intervenes and a total of 30 minutes or more playing time is lost (e.g. if a team is dismissed after 50 overs, then there is a 10 minute change of innings and play continues until another 10 overs are bowled to the team batting second). If the team batting first is dismissed in less than its allocated 60 overs the team batting second will receive its 60 overs plus the overs not bowled to the team batting first.
- 16.5 If **no play takes place on the first day** (or where less than 5 overs have been completed) because of weather, light or unusual circumstances the match will be played under **one-day match conditions** on the second scheduled day of the match.
- 16.6 If weather, light or unusual circumstance forces a reduction of playing time and hence a reduction of overs during the first day of a match then the overs lost shall be apportioned between the teams in the following manner:

The side batting first shall receive **half the overs lost from the previous Saturday's play**. The side batting second shall receive the **total number of overs faced by the team who batted first**.

In instances where play ceases on the first day after only part of an over has been completed, on the second day of the match the apportionment of overs is not calculated until after that over has been completed. In this way a match can be completed and a result obtained. Please note the following examples.

- Example A: On the first day weather, light or unusual circumstances prevents 50 overs being bowled during the match between teams A & B. On the second day Team A would receive another 25 overs, their innings would be 35 overs in total (10 overs from the first week and 25 overs from the second week). Team B then receives 35 overs in which time a result could be determined.
- Example B: On the first day weather, light or unusual circumstances, prevents 21 overs being bowled during the match between teams X and Y. On the second day Team X would receive another 11 overs and their innings would be 50 overs in total (39 overs from the first week and 11 overs from the second week). Team Y then receives 50 overs in which time a result could be determined.

**Note**, this rule only applies for loss of overs greater than 6 on the first day. Where six or less overs are lost the match would become a 60 over fixture on the second day.

- 16.7 Where the number of overs lost is an odd number, they should be rounded up to determine the number of overs remaining in the match.
- 16.8 This rule will only take effect if 5 overs or more have been completed on day one. If conditions restrict play to less than 5 overs on day one the match will be played as a 1-Day fixture on day two and all scores will become null and void.
- 16.9 Where weather, light or unusual circumstances reduces playing time by thirty (30) minutes or more on the second day and a result has not been achieved during the available playing time, then the game shall be drawn.
- 16.10 For a match to obtain a result each side must receive a minimum of 30 overs, unless a team declares or is dismissed within 30 overs.
- 16.11 Fifteen overs in the Last Hour – on the second day of a two-day match where a team is required to bat in its second innings or where weather interrupts play (and a draw is possible), then a minimum of fifteen (15) overs must be bowled in the last hour of play (this will start at 5.00pm).
- 16.12 Drinks are to be taken after the completion of the **15th and 45th overs**, except where an innings terminates within four (4) overs of the time scheduled for an interval, in which case it will not be taken. If nine wickets have been lost when an interval is due, play shall continue for a further 4 overs unless the innings is concluded earlier.
- 16.13 The team that bats first and leads by 100 runs or more after the completion of the first innings shall have the option of requiring the opposition to follow on and bat again in their second innings.
- 16.14 When play is not possible on the first day of two-day matches, then **the second day of the match shall be played under a limited over one-day game (35 overs per side) format** as described above.

## By-Law 17

### No Ball, High-pitched Deliveries, Obstruction of Ball, New Ball

- 17.1 The umpire at the non-striker's end shall call and signal a no ball, if, other than in an attempt to run out the non-striker under MCC Law 41.16 the **bowler breaks the wicket** at any time after the ball comes into play and before he completes the stride after the delivery stride.
- 17.2 Any delivery, which passes or would have passed without bouncing above **waist height of the striker** standing upright at the popping crease is to be called a no ball by the umpire at the bowler's end. "Waist height" is defined as the **belt line** of the batter.
- 17.3 Umpires having decided that, where a ball is obstructed by a spectator, another person batting, fielding or umpiring in an adjacent match, or stray animal, or hits a boundary marker from an adjacent game, will be the sole judge of the **number of runs awarded** to the batting team.
- 17.4 In Limited over two-day games and Limited-over One Day games (all day), after two hundred (200) runs have been scored, or if the ball has been in use for at least **fifty (50) overs**, the captain of the fielding team has the **right to use a new ball**. Where a new ball has not been used at the commencement of an innings it cannot be replaced until two hundred (200) runs have been scored or 50 overs have been bowled, or it has become unfit for play.

## By-Law 18

### Umpires

- 18.1 Umpires' shall be remunerated according to CCNSW guidelines.
- 18.2 The Captain must give the ball to the Umpire at the conclusion of the first day's play or in the absence of Umpires, the fielding Captain shall initial the ball and hand the ball to the opposing Captain.

## By-Law 19

### Deferred Games

- 19.1 Any team wishing to apply for a **deferred game** must obtain approval from the Senior Executive Committee. Such approval will only be granted in exceptional circumstances.
- 19.2 The team applying for the deferment shall **pay a fee applicable** to the round for which the deferment is sought.
- 19.3 If a Club requests a change from a two-day match to a one-day match and it is granted, **the toss for that game is void** and the opposition Captain who did not make the request will have automatic choice on whether to bat or bowl first.

## By-Law 20

### Type of Ball

- 20.1 The type of ball to be used in all Senior matches, unless otherwise approved by the Joint Committee, shall be a **two-piece leather ball, and weighing not less than 156 grams, which conforms to the MCC rules.**
- 20.2 The ball shall be **red in colour** and shall be of the type manufactured by A.G. Thompson (Kookaburra), or such other ball as approved by the Joint Committee.
- 20.3 While it is not a requirement of the Associations, the use of **four-piece balls** is recommended for matches played on turf pitches.

## By-Law 21

### Super Sub and Twelfth Man

- 21.1 For two-day games, captains may nominate up to **14 players** on a team sheet. Teams can rotate to bat or bowl/keep a different 11 players from their squad of 14 in any innings of a game. For **one day games**, Captains may nominate up to 14 players on a team sheet, the purpose of which is to have three batsmen who will only bat and then these players are subbed out for another three who will only bowl or keep wicket.
- 21.2 Should teams not nominate 14 players on a team sheet prior to the commencement of play on day one, then **no super-subs may be used.**
- 21.3 Once 11 players have batted this does not have to be the batting line up for the second innings.
- 21.4 Once 11 players have bowled or kept wicket in the first innings this does not have to be the bowling/wicket keeping line up for the second innings.
- 21.5 Although a captain may nominate up to 14 players he is **not obliged to use the super sub.**
- 21.5 A player that is only fielding for someone that has batted (or is to bat) is a **substitute fielder.** They are only deemed to be a super sub when they bat, bowl or keep wicket.

## By-Law 22

### Finals

- 22.1 The **highest ranked four (4) teams** on the points table at the end of the competition rounds will take part in finals.
- 22.2 The finals games are **limited overs** and will be of the same duration and format as played during the season.
- 22.3 If one or more teams complete the competition rounds on the same number of points, the relative position of each team with regard to participation in the semi-finals and finals will be **determined by quotient.**
- 22.4 (i) The premiers of all grades shall be decided by a mode of competition to be determined by the Joint Committee prior to the start of each season.  
(ii) Should a Final end in a draw or a tie, the competing teams shall be declared Joint Premiers.

(iii) Should any match in a finals series other than a Final end in a draw or a tie, the higher placed team shall progress to the next round. In this regard, should the two teams involved have played each other previously in that finals series, the winner of that match (if any) shall be deemed to be the higher placed team.

(iv) Should two or more teams in the same grade (or, if there are divisions within a grade, the same division) finish the regular season on equal points, positions on the competition ladder shall be determined by quotients.

22.5 The Committee will determine dates, times and locations for the semi-finals and finals.

22.6 To be eligible to play in semi-finals and final competition round matches, a player must have either participated in a **minimum of four (4) competition matches** with the team contesting the premiership, or have contested a minimum of four (4) lower age group matches for the same club.

Player records in MyCricket during the duration of the competition will determine eligibility for participation in semi-finals and finals.

Players must either bat or bowl in at least 4 matches during the competition rounds to be eligible for Semi or Final games.

The Joint Committee will take into consideration circumstances that may have prevented a player from participating in at least 4 games in the competition rounds, if they have had an injury during the season, if circumstances out of the players control has prevented him from play due to inclement weather that has prevented the team from participating in a game. In the latter case, the Player must be registered on the team list for that day's game.

22.7 Games will be locked after 72 hours concluding play to prevent alterations to the score or team sheet.

22.8 The umpires officiating in semi-final and final matches shall, if possible, not be officials of the affiliated body that nominated either of the participating teams.

22.9 Semi-finals and finals matches shall consist of one innings per side only and these innings must be played on the same day.

## By-Law 23

### Fines and Penalty Points

23.1 Any team in default to the Associations, or an affiliated Association, for any monies for a period of six (6) weeks shall be **barred from voting** at any meeting of the Associations. The team will be **liable to loss of competition points** gained whilst in default.

23.2 A delegate of each team shall enter their full scorecard including players names and result onto the MyCricket website by midnight on the **following Tuesday at the end of each match**. Teams failing to submit players, scores and confirm results shall be **penalized one (1) competition point per match**.

23.3 A team playing an **unregistered player** shall forfeit the match and lose all competition points for matches in which such player participated (subject to the Senior Executive Committee investigating and making a ruling on the default), and also be liable to disqualification.



- 23.4 Each team must have at least one delegate at Senior Cricket Council meetings and that delegate may only represent one team. A team not represented shall have one competition point deducted. A protest against such a decision may be lodged.
- 23.5 The Associations will use their existing registration processes.
- 23.6 IWHCA and CCNSW have **contracts** with municipal councils and NSW Parks & Wildlife for the use of grounds. A condition of these contracts is that **no alcohol** is to be consumed on the grounds and that they are to be left neat and tidy. Any registered players of any team who consume alcohol at the ground or who leave grounds untidy will be **liable to pay any Council imposed fines plus any fines imposed on the Associations**. The Club to which the player belongs shall be held liable for payment.
- 23.7 An affiliated Club or a registered player shall be censured, penalised, fined, or suspended together with the forfeiture of such matches as the Joint Committee may decide in the event of that Club or player violating the By-Laws and Playing Conditions of the Associations or neglecting to comply with its directions.

## By-Law 24

### Code of Conduct and Judiciary Hearings

- 24.1 For all matters that are potential breaches of the NSWDCCA Code of Conduct then they are to be reported to the Association Secretary in accordance with the following.
- 24.2 In the event of a Judiciary Hearing taking place then a Joint Competition Judiciary Panel will be formed to hear such matters.
- 24.3 **Yellow Cards**

A “Yellow Card” may be issued by an Official Umpire for a breach of the Code of Conduct. The decision as to whether a relevant breach is dealt with by Yellow Card or by Judiciary hearing is at the umpire’s sole discretion, although umpires are encouraged to deal with serious breaches via the Judiciary process.

**Two Yellow Cards in one game result in an automatic one game suspension** (to be served in the following game). Having issued one Yellow Card to a player, the umpire is in no way constrained from proceeding by way of Judiciary hearing upon the occurrence of a second breach – it is solely at the umpire’s discretion. Similarly, if an umpire considers that a breach warrants a Judiciary hearing, the prior issue of a Yellow Card in respect of that breach shall not prevent such a hearing taking place, subject to the normal requirements for initiating such a hearing (timing, reports, etc.) being satisfied. An umpire would not normally be expected to issue two Yellow Cards against a player in the same match without initiating a Judiciary hearing.

A **Yellow Card should be issued promptly** after the occurrence of the relevant breach. The umpire is required to **lodge a report** (which may be brief) setting out the name of any player to whom a Yellow Card was issued and the reason(s) for issuing it. There is **no right of appeal** by players against the issue of a Yellow Card.

**Three Yellow Cards result in an automatic one match suspension.** After that point, each subsequent Yellow Card results in an additional one match suspension.

Yellow Cards **expire after 2 calendar years.**

The Judiciary Committee shall be entitled to **take into account Yellow Cards issued against a player in previous matches** in determining an appropriate penalty for a breach brought before the Judiciary Committee.

If an umpire issues one or more Yellow Cards against a player in a match and subsequently elects to bring the relevant breach(es) before the Judiciary Committee, the Judiciary Committee (in assessing the appropriate penalty) may determine that one or more of those Yellow Cards should continue to be counted above.

Suspensions apply to all competition fixtures. Suspensions also **carry over** to the following season.

If after receiving two Yellow Cards the umpire considers the attitude of the player unacceptable the umpire will have the power to require the Captain to remove the player and that **player will take no further part in the match.**

## By-Law 25

### Protests

- 25.1 All protests must be made in writing and emailed to the Nominated Representative at [westharbourcricket@gmail.com](mailto:westharbourcricket@gmail.com) (IWHCA) or [nsw@churchescricket.com](mailto:nsw@churchescricket.com) (CCNSW) not later than 8.00pm on the Monday following completion of the match, accompanied by a deposit of one hundred dollars (\$100.00), to be forfeited to the Association in the event of such protest being dismissed.
- 25.2 Any Club, team or player dissatisfied with any decision of the Joint Committee may make an **appeal** to the Management Committee of the Association or to the NSWDCA.
- 25.3 When a protest is being considered or an investigation is being made by the Joint Committee any member of the Committee who is affiliated with any Club or party under protest or investigation shall, after hearing of all evidence, **retire and take no further part in such meeting.**

## By-Law 26

### Withdrawal of a Team from the Competition

- 26.1 Any team that fails to complete any of the Competition fixtures without permission of the Joint Committee shall be **disqualified**. Such players may apply for regrading.
- 26.2 Any team failing to complete the season within the Association will be **liable for full fees and fines** for the remaining competition rounds, or a given amount ruled by the Joint Committee.

- 26.3 If upon disbanding of any Club it is indebted to the Association or any of the Club's officers, the individual members of such Club will be held to be defaulters and liable for their proportion of indebtedness, provided such indebtedness is incurred as a member of such Club.

## By-Law 27

### Scorebooks and Averages

- 27.1 Teams are required to submit their match results, player scores and statistics weekly by **12 Midnight** on the **Wednesday following the game** via My Cricket. Teams will be awarded one bonus point for lodging their team's results and scores within the specified time period mentioned. Teams who receive a forfeit or a complete washout/abandonment will automatically receive a bonus point. Teams that forfeit a match are not eligible to receive a bonus point.

## By-Law 28

### Code of Conduct

- 28.1 Applies to all players, officials, office bearers and members of Clubs that participate in any Association Senior competition fixtures or Association Senior Representative teams.
- 28.2 Applies to officials, office bearers and members of affiliated Umpires' Associations.
- 28.3 **The Code**

**It is expected that all to whom this code applies show respect towards all who are participating in any aspect of the Associations' activities.**

If the Code applies to a person, he or she must not:

- assault or attempt to assault an Umpire, another player or a spectator; or
- abuse, either orally or physically, another player, Umpire or a spectator; or
- dispute, as distinct from question, an Umpires' decision or
- react in an obviously provocative or disapproving manner towards an Umpire, his decision, or generally following an Umpires' decision; or
- use crude or abusive language, or engage in any form of conduct detrimental to the spirit of the game, or
- likely to bring the game into disrepute; or use crude or abusive hand signals or other gestures;
- or refuse to supply his full name and registered address, if any, when required by a person eligible to lodge a report.

- 28.4 A breach of the Code may be reported by:

- any person in Clause 27.1 and 27.2, or
- any person who sees or hears the conduct that breaches the Code.

- 28.5 A breach of the Code may be reported to the Nominated Representative of either Association and any such report must be in writing setting out the full details of the breach.

- 28.6 If the breach is reported by a person in 27.1 or 27.2 then the Nominated Representative must be informed as soon as possible after the breach; and not later than seventy two (72) hours after the end of play for the day on which the said breach occurred, give a written report setting out the full details of the alleged breach, to the Nominated Representative of the Association as well as pay a deposit of one hundred dollars.

Such deposit is to be forfeited to the Association if the matter is dismissed, and the person who reports the breach must inform the person who has breached the Code that he or she is being reported and inform a member, official or office bearer of the offender's Club, that the person is being reported.

If the person who is subject of the report is informed by the Association, failure to comply does not invalidate proceedings before the Judiciary.

- 28.7 If a report of a breach of the Code has been received by the Nominated Representative, they must give the person who is the subject of the report, a copy of that report; and give that person's Club a copy of that report; and give the person who is the subject of that report, a written notice to appear before the Judiciary; and the time and place of such Judiciary hearing must be set out in that notice and must be at least seventy two (72) hours after the person receives such notice.

Any notice sent by post is deemed to have been received two (2) working days after the date of posting.

If the Associations deem it appropriate, they may ask the person who reported the breach to appear at the Judiciary hearing, by giving notice.

The Associations shall use best endeavours to convene the Judiciary hearing before the next playing date of the competition which is the subject of the report.

If a person given a notice does not appear at the hearing, the Judiciary may, if it is satisfied that the person did not receive that notice, set aside any order made in the absence of that person.

## By-Law 29

### Judiciary Committee and Hearings

- 29.1 The Joint Committee shall be the Judiciary Committee. No person on the Senior Executive Committee shall sit on a hearing which involves a person connected with the Club of which that person is a member.
- 29.2 If the Constitution and By-Laws of the Association allow, and the Judiciary is satisfied that a person has breached the Code, then without limiting the range of **penalties** it may impose, the Judiciary may:
- reprimand that person; or
  - fine that person; or
  - suspend that person; or
  - fine and suspend that person; or
  - suspend the operation of any penalties on any terms it thinks fit
- 29.3 The Judiciary Committee must **report any action taken** to the Management Committee of the Association.

- 29.4 **Judiciary Recording of Proceedings** - the Association shall keep a register in which are to be recorded summaries of all proceedings, including decision, which have been dealt with by the Judiciary, and copies of such proceedings shall be submitted to the NSWDCA.
- 29.5 **Hearings** - the Judiciary may conduct the proceedings in the absence of the person who has been reported for a breach of the Code, and the person who lodged the report.
- 29.6 As soon as possible after the hearing, the Judiciary must tell the person who is the subject of the report its decision, as well as giving written notice of its decision to:
- the person who is the subject of the report; and
  - that person's Club; and
  - the person who lodged the report.

### **By-Law 30**

#### **Change of Rules**

- 30.1 Each affiliated Club with Senior teams or office-bearers of the Associations shall have the right to apply for variation of these By-Laws.
- 30.2 Motions on Notice for such variation shall be made in writing to the Secretary of the relevant association.
- 30.3 These By-Laws shall only be varied by majority vote of those persons in attendance and entitled to vote at the Annual General Meeting.

### **By-Law 31**

#### **Representative Teams**

- 31.1 The Joint Committee shall determine in August of each year the teams to be entered in the Inter-Association competitions conducted by the NSWDCA.
- 31.2 Written nominations for Team Managers of teams, shall be submitted to the Joint Committee by the first Senior Cricket Committee meeting in September.
- 31.3 In the absence of written nominations for a particular position, nominations shall be accepted from the floor at the first Senior Cricket Clubs meeting in September.
- 31.4 All players selected for a Senior Inter-Association representative team shall be notified in writing seven (7) days prior to the match in which they are to play.
- 31.5 Any player selected for inter-association or representative matches failing to appear and failing to notify the Secretary within seventy-two (72) hours prior to such match shall be liable to a fine and suspension in any or all competition matches at the discretion of the Senior Executive Committee. The minimum fine shall be thirty dollars (\$30.00) and the minimum suspension shall be two games.

## APPENDIX 1

# T20 GENERAL RULES

### The Laws of cricket apply to Twenty20, with some exceptions

- Each bowler may bowl a maximum of only one-fifth of the total overs per innings. For a full, uninterrupted match, this is 4 overs.
- If a bowler delivers a no-ball by overstepping the crease, it costs 1 run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a run out, hitting the ball twice or obstructing the field.
- The following fielding restrictions apply:
  - No more than five fielders can be on the leg side at any time.
  - During the first six overs, a maximum of two fielders can be outside the 27 Metre circle (this is known as the powerplay).
  - After the first six overs, a maximum of five fielders can be outside the fielding circle.
- If the fielding team does not start to bowl their 20th over within 75 minutes, the batting side is credited an extra six runs for every whole over bowled after the 75-minute mark; the umpire may add more time to this if he believes the batting team is wasting time.

### • **Playing Hours**

1. (a) Scheduled playing time is from 2:30pm to 5:30pm for afternoon matches; or as determined by the Association and subject to (c) below.
2. (b) There will be two sessions of 1 hour 20 minutes each, separated by a 15minute interval between innings.
3. (c) Where more than one match is scheduled on a ground on the same day, the umpires, after consultation with the captains, may bring-forward the commencement and cessation time of a subsequent match in the event that a result is achieved in the preceding match.

### **Playing Time Lost Before, or During, the Innings of the Team Batting First**

(a) If the commencement of play is delayed, or there is any interruption(s) to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 32 minutes of playing time lost, and reduced at a rate of one over for each 4 minutes of playing time lost in excess of 32 minutes.

(b) Where more than 32 minutes of playing time is lost before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced at the rate of one over for each 8 minutes of playing time lost in excess of 32 minutes.

(c) Where the number of overs to be received by each team is reduced:

1. The finishing time for the innings of the team batting first shall be rescheduled; and
2. The field restrictions for each innings shall be reduced in proportion to the time lost.

(d) Incomplete or fractions of overs are ignored.

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

1. (a) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 32 minutes of playing time lost, and reduced at a rate of one over for each 4 minutes of playing time lost in excess of 32 minutes.
2. (b) If it is not possible for the team batting second to have the opportunity to bat for the same number of overs as the team batting first, that number shall be based on a rate of 4 minutes per over in the remaining time available for play.
3. (c) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
4. (d) Incomplete or fractions of overs are ignored.
5. Each team is limited to one innings.
- 6.

## Match Result

1. (a) A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of 5 overs, notwithstanding one or both teams had been dismissed in fewer than 5 overs. A match shall be declared a draw if both teams have not had the opportunity to bat for a minimum of 5 overs.
2. (b) In any match in which both teams have had the opportunity to bat for the same number of overs-
  3. The team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the “Duckworth-Lewis Method of Re-calculating the Target Score in an Interrupted Match” shall be applied.

## Super Over (One Over Per Side Tiebreaker)

The following procedure will apply should the provision for a Super Over be adopted in a match.

1. If a match is a tie, then the teams shall contest a 1 over per side Super Over.
2. Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.
3. The umpires shall stand at the same end as they stood during the match.
4. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.
  5. Only nominated players in the main match may participate in the Super Over.
  6. Each team’s over is played with the same fielding restrictions as apply for the last over in the match.
  7. The team batting second in the match will bat first in the Super Over.
  8. The same ball used at the end of each team’s innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
  9. Each team shall bat for one over unless all out earlier. The number of batsmen is not restricted.
  10. In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.
  11. In the event that the Super Over is unable to be completed due to the fitness of ground, weather and light, the result shall be a tie.

## Quota of Overs

1. Each team may bat for a maximum of 20 overs, unless dismissed earlier, and provided there is no loss of playing time.
2. A team that is dismissed shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed the team batting second shall be entitled to bat for its maximum quota of overs.
3. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled.
4. If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the innings, play shall continue until the required number of overs has been bowled or a result achieved.

## Maximum Overs per Bowler

1. No bowler shall bowl more than 4 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, unless such a number has been exceeded before the interruption. When an interruption occurs mid-over, and on resumption the bowler has already exceeded the new maximum over allocation, he will be allowed to complete the over.
2. If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance.
3. In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

## Loss of Playing Time

1. The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.
2. The finishing time shall be rescheduled by the amount of scheduled playing time lost, up to a maximum of 32 minutes.
3. The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the rescheduled finishing time. That time may be extended to allow for one extra over for both teams to be added if required.
4. The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs.
5. Incomplete or fractions of overs are ignored.

## Minimum Over Rates

1. The bowling team must commence its final over for the innings within 80 minutes of that innings' commencement.
2. If the fielding team fails to bowl the minimum number of overs set out in above, the umpires shall:

After taking into account permitted allowances pursuant to clause 3 award 5 penalty runs to the batting side for each over not commenced within 80 minutes of that innings' commencement and inform the captain of the fielding side of the reason for this action.

3. For the purpose of determining penalties, the following allowances shall be taken into account:

(i) Actual time taken for treatment of an injured player on the field.



- (ii) Actual time taken for a player leaving the field in the event of serious injury.
  - (iii) Actual time taken to dry a wet ball.
  - (iv) Actual time taken to find or replace a lost ball.
4. Actual time lost due to all other circumstances that are beyond the control of the fielding side, including batsman wasting time.
  5. If the innings is completed before the scheduled cessation time for the innings, no over-rate penalty shall apply.
  6. If the innings is interrupted, the over-rate penalty will apply based on the reduced overs remaining for that innings.

### **Free Hit after any No Ball**

1. (a) The delivery following any No ball signal (Law 21) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

### **Field Restrictions**

1. (a) 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 m. The ends of each semi-circle shall be joined to the other by a straight line (refer diagram).
2. (b) At the instant of delivery, there may be no more than five fieldsmen on the leg side.
3. (c) For the first 6 overs only of each innings, only two fieldsmen are permitted to be outside the field restriction markings at the instant of delivery.
4. (d) For the remaining overs of each innings, no more than five fieldsmen are permitted to be outside the field restriction markings at the instant of delivery.
5. (e) In the event of an infringement of (b), (c) or (d) above, either umpire shall call and signal No Ball.
6. (f) Where the maximum number of overs available to each team is reduced as a result of a delay in play or interruption to the innings of the team batting first, the field restrictions shall be reduced proportionately. If on resumption the number of overs for field restrictions has already been exceeded this shall take effect immediately.
7. (g) Where the maximum number of overs available to the team batting second only is reduced as a result of an interruption to play, the field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
8. (h) Fractions of overs are ignored in all calculations re number of overs.

## APPENDIX II

# CRICKET AUSTRALIA COVID 19 RESTRICTIONS

## RETURN TO PLAYING

**NO SHARING OF EQUIPMENT** Participants, coaches, volunteers and parents understand that there is to be no sharing of equipment including pads, gloves, protectors, helmets.

**STRICTLY NO CONTACT** There is to be no contact during matches between participants, officials, coaches and volunteers. This includes high fives, shaking hands and other physical contact.

**PHYSICAL DISTANCING** All participants, coaches volunteers and parents understand the need to observe physical distancing requirements of 1.5m at all times.

**MEMBERS UNDERSTAND RETURN TO PLAYING PROTOCOLS** The club and all members have read, understood and agree to adhere to all protocols and guidelines to return to playing.

**HYGIENE PROTOCOLS ARE IN PLACE** All measures outlined in the Return to Playing-Protocols have been implemented by the club

**PLAN FOR THE SAFE ENTRY & EXIT FROM MATCHES** Plan on having breaks of at least 10-15 minutes between matches at the same venue to minimise crossover and allow for cleaning.

**NO SHINING THE BALL WITH SALIVA OR SWEAT** Ensure that participants understand that they are not to shine the ball with saliva or sweat at any time during matches.

**SCORERS** To observe social distancing and to use own equipment at all times.