

## **FSCCA – LIMITED OVERS MATCHES - 40 OVERS PER SIDE**

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 3rd edition 2022 shall apply. Note, all references to the “Governing Body” within the Laws of Cricket shall be replaced with the “FSCCA Executive” (where available).

### THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. Captains and Umpires together set the tone for the conduct of a cricket match but every player is expected to make an important contribution to this.

The major responsibility for ensuring the spirit of fair play rests with the captains. The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

According to the Laws, the Umpires are the sole judges of fair and unfair play. The Umpires may intervene at any time and it is the responsibility of the captain to take action where required.

The Umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the Umpires
- The game and its traditional values

It is against the Spirit of the Game:

- To dispute an Umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or an Umpire
- To indulge in cheating or any sharp practice, for instance:
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an Umpire in an aggressive manner when appealing
  - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

**There is no place for any act of violence on the field of play.**

## LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

1.1 A team shall consist of eleven (11) players.

Only 11 players are allowed to field whilst the opposition team is batting. These players need to be nominated prior to the commencement of the match. If required, all 11 players can bowl.

A team must have at least seven (7) players in attendance for the time during which a match is scheduled to be contested.

A team which fails to meet this obligation shall lose the match on forfeit and must forward an explanation in writing to the FSCCA Executive within seven (7) days of the last date on which the match was to have been contested. Failure to provide a satisfactory explanation on time shall result in a fine being imposed on the Club of the offending team. Such fine is to be determined by the FSCCA Executive.

When a team/club forfeits the captain must communicate this with the opposing captain, Umpire(s) and Association Registrar as soon as possible by phone or text and then also to the FSCCA Secretary via email.

Where a Team forfeits a game, that Club will also forfeit their lower grade(s) (if applicable) unless valid reasons can be put to the FSCCA Executive to the contrary.

Players entering the field must be properly attired at all times, including any replacement players and / or those attending to batters or fielders at breaks in play.

1.2 Zero Alcohol Policy

FSCCA matches are alcohol free events and all Council grounds within the Association are alcohol free zones.

This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in view or near underage players.

Smoking is also only allowed in designated areas and should not be in view of or near any underage players.

Any infringement of this policy will be dealt with by the FSCCA Executive.

## LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Fitness of Ground/Pitch, Weather, and Light

a. Unless the FSCCA Match Committee has cancelled any or all matches (in any grade) for that day, the fitness of the ground, pitch, weather and light for the commencement or recommencement of play shall be judged solely by the Umpires.

b. When adverse weather delays the start of a match, no game shall commence after **3:30pm** on match day.

c. In lower grades and / or where no officially appointed Umpires are present, the decision is left to the Captains. If the Captains disagree, the “status quo” shall prevail.

## 2.2 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 condition breaches the code of conduct and the umpires shall report such person/s to the Governing Body.

2.3 In a match where one or more appointed Umpires officiate, the umpire(s) have sole responsibility for the decisions relating to the conduct of the match.

In a match with no appointed umpires, the two competing captains shall be responsible for ensuring that the umpire’s duties are performed throughout the match. If the captains disagree on an issue relating to the conduct of the match, then the existing situation shall continue in respect of that issue.

## LAW 3 THE SCORERS

Law 3 shall apply.

PlayHQ scoring application may be used for all matches, and dedicated scorers should be registered and noted on PlayHQ.

Teams are encouraged to complete scoring via the PlayHQ app where possible however due to the possibility of data or connectivity issues FSCCA recommends that at least one hardcopy scoresheet is maintained in conjunction to using the PlayHQ scoring application.

Where a match is scored manually via scorebooks only;

- Each team shall keep score in its own and (if required) the opposing team's scorebook.
- Scorebooks are to be fully completed (including all batting, bowling and fielding statistics)
- the scores are to be confirmed and agreed by both captains and the umpire (where one is appointed) before leaving the ground
- scores are to be lodged by the home team into PlayHQ by 6pm on the day after the completion of the match. The away team is to confirm the result in Play HQ by 8pm on the Monday following the conclusion of the match. If this isn't completed on time the entered result will stand.

In the event scores are not fully completed and lodged into PlayHQ by the cutoff time, the penalty for not or late entering / confirming the result shall be a warning or loss of competition points (as per fine schedule) for each match not entered.

If there are no official umpires appointed to the match then it is the responsibility of both captains to agree on the scores and sign off the score books as agreed at the end of each innings.

#### LAW 4 THE BALL

Law 4 shall apply subject to the following:

4.1 All clubs are responsible for providing their teams with their match balls, stamped with the FSCCA logo or approved match ball approved by FSCCA.

4.2.a A two-piece white leather Kookaburra A Grade or Special Test 156g ball is to be used in all A grade one-day games on turf wickets.

4.2.b. A two-piece white leather Kookaburra Practice pitch 156g ball is to be used in all other grades / 40 over one-day games on synthetic wickets.

FSCCA will advise all clubs of any changes to the balls to be used, with the colour of the balls also to be determined by FSCCA.

Clubs are to use the same brand, and a new ball is to be used at the start of each innings.

#### LAW 5 THE BAT

Law 5 shall apply subject to the following;

Bats purchased before the amendment of the size restrictions (as outlined in MCC Laws of Cricket 2017 Code – Appendix B) will still be permitted in FSCCA competitions. Any new bat purchased must adhere to the amended law.

#### LAW 6 THE PITCH

Law 6 shall apply subject to the following;

If it is determined before the commencement of a match set down for a turf wicket that the wicket is unable to be played on, that match may be transferred to an available local synthetic wicket. If no spare synthetic wickets are available for all matches scheduled to occur then the day's play is to be abandoned.

If the curator is unable to prepare the wicket before match day the FSCCA Association is to be advised and necessary action taken to relocate the match.

If the decision has to be made on match day it is up to the Umpires, if appointed to that match, to make the decision.

#### 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 subject to the following;

In all matches, it is the duty of the home Team to prepare the pitch and ground for play including the placing of stumps and marking the boundary.

Any team which fails to meet its obligation in respect of ground preparation and marking shall be penalized by the FSCCA Executive by way of a fine or loss of points for the match.

## LAW 10 COVERING THE PITCH

Law 10 shall apply subject to the following;

10.1 To maximise opportunity of play, the use of Covers for all grade matches on Turf Wickets in Suspect Weather (if rain predicted)

If rain predicted, all turf wickets named in the draw must be covered by sunset as a minimum on the Thursday and Friday prior to the start of the match.

10.2 - Preliminary rounds

During the home and away season, the home Club or first named side is responsible to ensure that covers are used in order to maximize the possibility of play.

Until 1 hour before the scheduled starting time, the Home Club or first named side shall provide any labour required for the laying or removal of covers. After that time, and until 30 minutes after the match is completed both sides shall assist with the laying and removal, and packing away after the match if covers are dry.

If covers are wet, the first named side or home team must have them packed away as soon as weather allows and/or before the start of the next match. If covers have been used, the Umpire(s) shall assume sole control 30 minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers after this time.

10.3 - Removal of covers

The covers shall be removed no earlier than 6.30am, and no later than 9am, on each day of the match provided it is not raining, and there is no likelihood of rain, at the time, but they will be replaced if rain falls prior to the commencement of play.

Run-off water must not be allowed to drain onto the area immediately surrounding the pitch and bowlers run ups when removing the covers.

The covers must totally protect the pitch and also the pitch surroundings to a minimum of three meters either side of the playing pitch.

10.4 – Finals

If rain is predicted, all turf pitches must be covered by sunset as a minimum on the Thursday and Friday prior to the start of the Final.

Clauses 10.2 and 10.3 (above), shall apply, with the variation that the lower side on the ladder assumes the responsibility for the covers.

#### 10.5 - Penalty

The penalty for failing to cover the wicket as per above;

10.5.a For a One Day game, the offending team is penalised four (4) competition points and the match is abandoned. The non-offending team receives first innings win points.

10.5.b. Failure to comply with the above during finals will lead to the disqualification of that team from finals.

Any disputes to the above are to be referred to FSCCA Executive.

#### LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 The change of innings interval is 10 minutes, computed from the end of the innings of the team batting first.

11.2 Where the innings of the team batting first ends in 15 overs or less, the length of the interval will remain at 10 minutes. The game is then played to completion with no further intervals other than drinks breaks.

#### 11.3 Drinks Breaks

Drinks will be taken at the halfway point between the start of play and the tea break and again at the halfway point between tea and the end of play. This half way mark is to be agreed between the two captains based on either overs bowled or time, eg.

a) One drinks interval per innings shall be permitted at the end of 20 overs or after 80 minutes of innings time.

b) If an innings is reduced to a total of 31 to 39 overs in duration the timing of the drinks break shall be pro-rated so that the number of overs is as close to even as possible.

c) Where an innings is reduced to 30 overs or less the drinks break shall be taken at the halfway point of the innings notwithstanding that no drinks break shall be scheduled at all if the innings is reduced to less than 20 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 in consultation with the captains.

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.

## LAW 12 START OF PLAY AND CESSATION OF PLAY

Law 12 shall apply subject to the following:

### 12.1 Hours of play (day matches)

1st Session	1:00pm to 3:40pm
Innings Interval	3:40pm to 4:00pm
2nd Session	4:00pm to 6.40pm

12.2 Should both Captains, in consultation with the appointed Umpires (if applicable), agree before the toss to forego the conditions mentioned in either "Uninterrupted match" or "Interrupted match" below, the match may be contested on the basis of both teams batting for 40 overs irrespective of start or finishing times.

If the start of play is delayed as a result of either or both teams arriving late, the match shall be contested according to the rules for an interrupted match and an explanation in writing sent to the Registrar explaining the reason for the late start or delay.

If an explanation is not furnished, or if in the opinion of the FSCCA Executive it is not acceptable, the Executive may impose any penalty it deems appropriate by way of a fine or loss of points from that match.

12.3 Actual playing times shall be approved by the FSCCA Match Committee. The FSCCA Match Committee reserves the right to amend the start and finish times of all matches.

## LAW 13 INNINGS

### 13.1 The Toss

Physical team sheets shall be used and be available for perusal at the toss.

Each captain shall nominate his team in writing to his opponent before the toss shall show the opposing captain and the umpires the team sheet for their team. The lists must include the ages of all players under the age of 19.

An umpire shall either retain or take a photograph of both team sheets prior to the toss. The umpire shall keep the team sheets, or the photograph of both team sheets, until the end of the season.

It is an option for either captain to take a photograph of the opposition team sheet.

### 13.2 Uninterrupted match

a) Each team shall bat for 40 (six-ball) overs unless all out earlier.

It is the responsibility of the fielding Captain to ensure that the over rate average of 15 overs per hour is upheld, with the following exceptions;

- When authorised medical personnel is required on the ground and/or for a player leaving the field due to a serious injury.
- A lost/replacement ball
- Other miscellaneous issues as noted by the Umpires

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (160 minutes), play shall continue until the required number of overs has been bowled.

c) Where the first innings goes over 160 minutes in duration the innings break shall be reduced to no less than 10 minutes to acknowledge 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 160 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

e) Teams unable to maintain the required average over rate of 15 overs per hour shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting), as well as the following penalties which can be applied at the discretion of the Umpires;

- If the Umpire(s) become aware of breaches of this playing condition, when the ball is dead, they shall direct the Captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- Offences under this playing condition can fall under the player misconduct code and can be dealt with as per the Laws, or the umpire/s may inform the offending team and bowler/s post the match of a report being put to the FSCCA Executive who may issue a warning, in writing, for the first offence to the player and captain. For a repeat offence, the player and Captain will be suspended for one match that will apply to the next senior match.

Penalties shall apply for teams who fail to meet the requirements of this clause as detailed below:

- For the team bowling first, for each over the team fails to commence past the deadline time, they shall lose the total number of overs from their batting innings.
- For the team bowling second, for each over the team fails to bowl past the deadline time, the batting team shall be awarded twelve (12) runs per over for each over remaining.

### 13.3 Delayed or interrupted matches

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 15 overs for 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 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.

e) In the event of a delayed start or interrupted match, innings intervals may be reduced to no less than 10 minutes

#### 13.4 Delay or Interruption to the Game – Over Reductions

a) The number of overs remaining in the match shall be calculated as follows (Appendix 3) –

i) Upon resumption of play umpires (in consultation with the Match Committee if available) are to establish the re-scheduled finish time and calculate the number of minutes remaining to that time also deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.

ii) Using the total number of playing minutes that remain to the re-scheduled finish time that number shall be divided by 4 to come up with the maximum number of overs that remain in the game.

iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.

c) To constitute a match, a minimum of 15 overs has 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.

#### 13.5 Number of overs per bowler

No bowler shall bowl more than 8 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.

The Scorers shall indicate to the Umpires at the commencement of the bowler's final over.

#### 13.6 Restrictions on youth bowlers

##### Number of Overs in a Spell and a Day

No medium pace or faster style bowler shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out below:

The umpires shall determine if the bowling is fast or medium pace.

#### Length of Spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	8	20
Under 18	8	20
Under 17	7	18
Under 16	6	16
Under 15	6	14
Under 14	5	12
Under 13	5	10
Under 12	4	8
Under 11	4	8
Under 10	3	6
Under 9	2	4

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

When a junior player has played in the morning and has bowled, they can only bowl the balance of their daily allotment as permitted under Cricket Australia's guidelines set out above.

It is the captain's responsibility to make themselves aware a junior has bowled previously that day and, if they bowl, to inform the Umpires how many overs they have previously bowled.

#### REST PERIODS

The break between spells is to be a minimum of 30 minutes (including any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their age noted in the table above may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply.

#### Change of Bowling Type

Where a bowler changes between medium pace or faster and spin/slow bowling during an innings;

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

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

The team Captain must indicate to the Umpire(s) on the team sheet each player to whom this playing condition applies and note their age.

## LAW 14 THE FOLLOW ON

Law 14 shall not apply.

## LAW 15 DECLARATION and FORFEITURE

Law 15 shall not apply.

## LAW 16 THE RESULT

Law 16 shall apply subject to the following:

### 16.1 Determination of Winner

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

- a) The innings of the team batting first could not commence by 4:30pm 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 15 overs, as a result of an interruption to play after its commencement.

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

- d) The team scoring the higher number of runs is the winner.
- e) In any match in which both teams have had the opportunity to bat for a minimum of 15 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth/Lewis/Stern (DLS) method.

### 16.2 Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

16.2.1 This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended (with at least 15 overs completed) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS ‘Par Score’ determined at the instant of the suspension by the DLS method.

If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

It is the responsibility of the scorers to determine the par score via the use of the PlayHQ function, and this is to be relayed to the Captains and Umpire(s) before play commences or resumes after each interruption.

If PlayHQ is not available or in use a revised target score is to be calculated using the Duckworth/Lewis App (Appendix 4).

### 16.3 Competition Points

Points shall be awarded for results gained, as follows;

Result	Points
Won or Forfeit	10
Tie	5
Lost	0
Abandoned/Washout	5
Bye	0
Loss on Forfeit (unless within same club)	-6
Loss on forfeit within same club both teams	-6

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

### 16.3 Premiership Finals

a. The Semi-Finals will be played between teams based on their position on the Competition ladder at the completion of the preliminary rounds, ie.

Ladder position 1 shall play Ladder position 4 and Ladder position 2 shall play Ladder position 3

b. The Grand Final will be played between the winners of the two Semi-finals.

c. Scheduled hours of play (finals) shall be as per Law 12

d. In the event of any finals match ending in a draw or tie or no result, the match winner shall be the team that finished higher on the Competition ladder at the end of the normal competition rounds.

e. FSCCA reserves the right to vary the final's structure.

### LAW 17 THE OVER

Law 17 shall apply subject to the following;

- Scorers shall indicate to the umpires if over has been called with less than six (6) fair deliveries having been bowled.

- If six (6) fair deliveries have been bowled and Over has not been called the scorers should indicate to the umpires that the over has been completed.

## 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 flags / cones / witch's hats positioned at least 2.5 metres inside the fence or away from any other fixed object to define the boundary.

## LAW 20 DEAD BALL

Law 20 shall apply subject to the following;

In addition, a delivery which pitches on a join between two pieces of matting/artificial turf shall be deemed Dead Ball and shall be re-bowled.

## LAW 21 NO BALL

Law 21 shall apply subject to the following:

### 21.1 Free hit after a No ball

The delivery following any No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

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

Field changes are not permitted for free hit deliveries (and fielders may only return to the general position they were standing when the No ball was delivered) unless:

- a) There is a change of striker (the provisions of Law 28 shall apply), or
- b) The No ball was the result of a fielding restriction breach in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change their mode of delivery for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## LAW 22 WIDE BALL

Law 22 shall apply subject to the following:

### 22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions in 22.1.2:

22.1.1.1 the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 A delivery passing the striker on the offside outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach.

If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Clause 22.

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

22.1.5 A delivery passing behind the legs of the batter and outside the leg stump at a point wider than 30cm (from leg stump) without any contact with the striker's bat or person shall be a Wide unless:

22.1.5.1 the ball passes between the striker and the stumps.

22.1.5.2 the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

### 22.2 Ball Bouncing Over Head Height of Striker.

The Umpire shall call and signal Wide for any delivery which, after pitching, the ball passes or would have passed above the head height of the striker standing upright at the popping crease.

Umpires are instructed to take a firm and consistent stand to prevent wide leg side bowling.

#### LAW 23 BYE and LEG BYE

Law 23 shall apply.

#### LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following;

- (a) allow players arriving late to a match, due to work commitments or travel from junior game, to participate upon taking the field; and
- (b) Penalty time shall not accumulate until the player has been absent from the field for 15 minutes.

#### LAW 25 BATTER'S INNINGS

Law 25 shall apply with the addition of:

##### 25.1 - Over Age players

A batter is required to 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.

##### 25.2 - Under Age players

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

25.3 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.2 but are not held 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.

##### 25.4 Runners

Runners are allowed for an injured striker as per the Laws of the game.

The non allowance of runners is only applicable in first class cricket competitions.

#### LAW 26 PRACTICE ON THE FIELD

Law 26 shall apply.

## LAW 27 THE WICKET-KEEPER

Law 27 shall apply subject to the following:

### 27.1 Protective Equipment

At all times, when wicket keeping up to the stumps, a wicket-keeper shall wear a protector as well as a compliant helmet fitted with a grille.

## LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

### 28.1 Helmets

The wearing of helmets whilst wicket keeping over the stumps or fielding within 7 metres of 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) is compulsory.

#### 28.2.1 Limitation of On Side fielders

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

#### 28.2.2 Restrictions on the Placement of Fielders

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 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' placed at regular intervals.

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

a) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 15 inclusive (or as varied via an interrupted match).

b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 16 to 40 inclusive (or as varied via an interrupted match).

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

### 28.3 Storage of Players Equipment/Apparel

Player's equipment / apparel not in use should be removed from the playing arena.

### 28.4 Wicketkeeper/Fielder's Helmet

Law 28.3 shall apply.

### 28.5 Powerplays – Reduced Overs



In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the tables below.

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Overs in innings	Powerplay 1 restrictions
16-17	4
18-19	5
20-21	6
22-23	7
24-26	8
27-29	9
30-33	10
34-36	11
37-39	12

#### LAW 29 THE WICKET IS BROKEN

Law 29 shall apply.

#### LAW 30 BATTER OUT OF THEIR GROUND

Law 30 shall apply.

#### LAW 31 APPEALS

Law 31 shall apply.

#### LAW 32 BOWLED

Law 32 shall apply.

#### LAW 33 CAUGHT

Law 33 shall apply.

#### LAW 34 HIT THE BALL TWICE

Law 34 shall apply.

#### LAW 35 HIT WICKET

Law 35 shall apply.

#### LAW 36 LEG BEFORE WICKET

Law 36 shall apply.

#### LAW 37 OBSTRUCTING THE FIELD

Law 37 shall apply.

#### LAW 38 RUN OUT

Law 38 shall apply.

#### LAW 39 STUMPED

Law 39 shall apply.

#### LAW 40 TIMED OUT

Law 40 shall apply.

#### LAW 41 UNFAIR PLAY

Law 41 shall apply subject to the following:

##### 41.1 Dangerous and Unfair Bowling

Law 41.6 applies subject to the following amendments;

- a) A bowler shall be limited to two (2) fast short-pitched deliveries 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 bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batter, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall 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 bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

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

h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall 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 to the FSCCA Executive who 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.

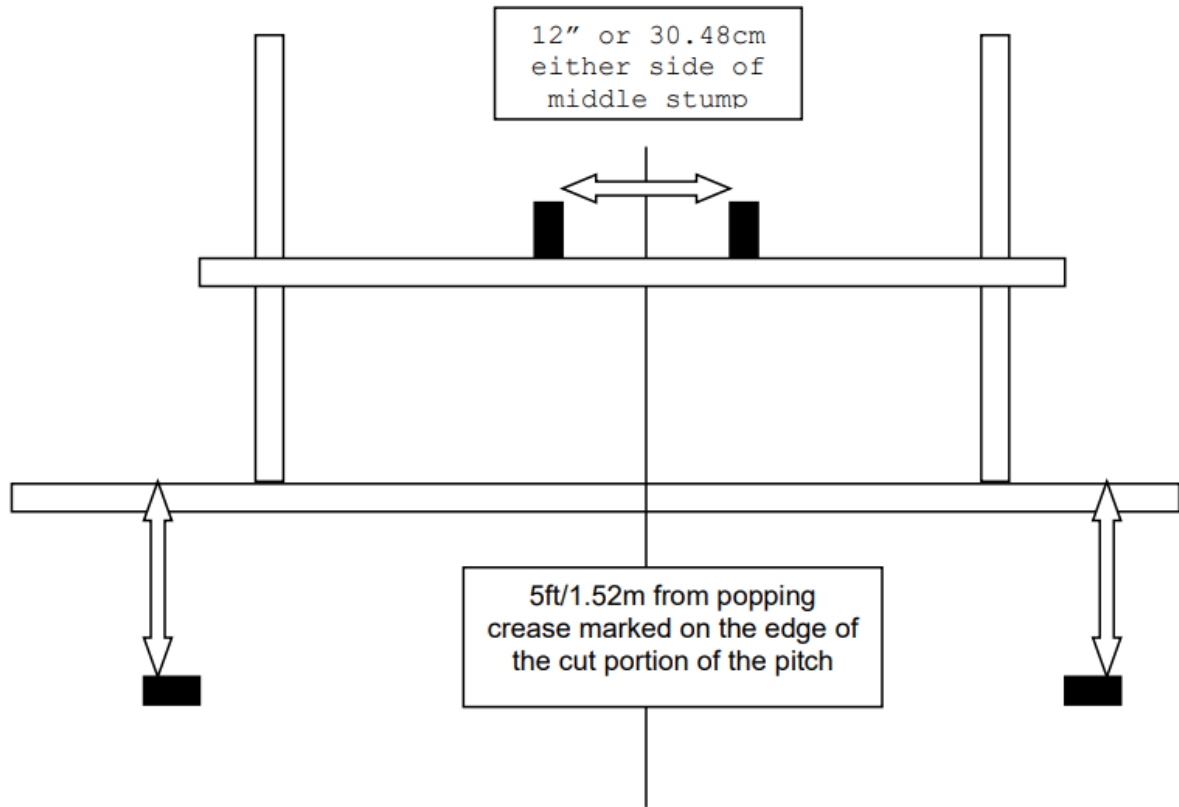
(ii) Was the delivered ball directed at the body of the striker.

(iii) Whether or not the ball is struck by the batters, If the delivered ball had hit the striker in the body would it have potentially caused significant injury.

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

LAW 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

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

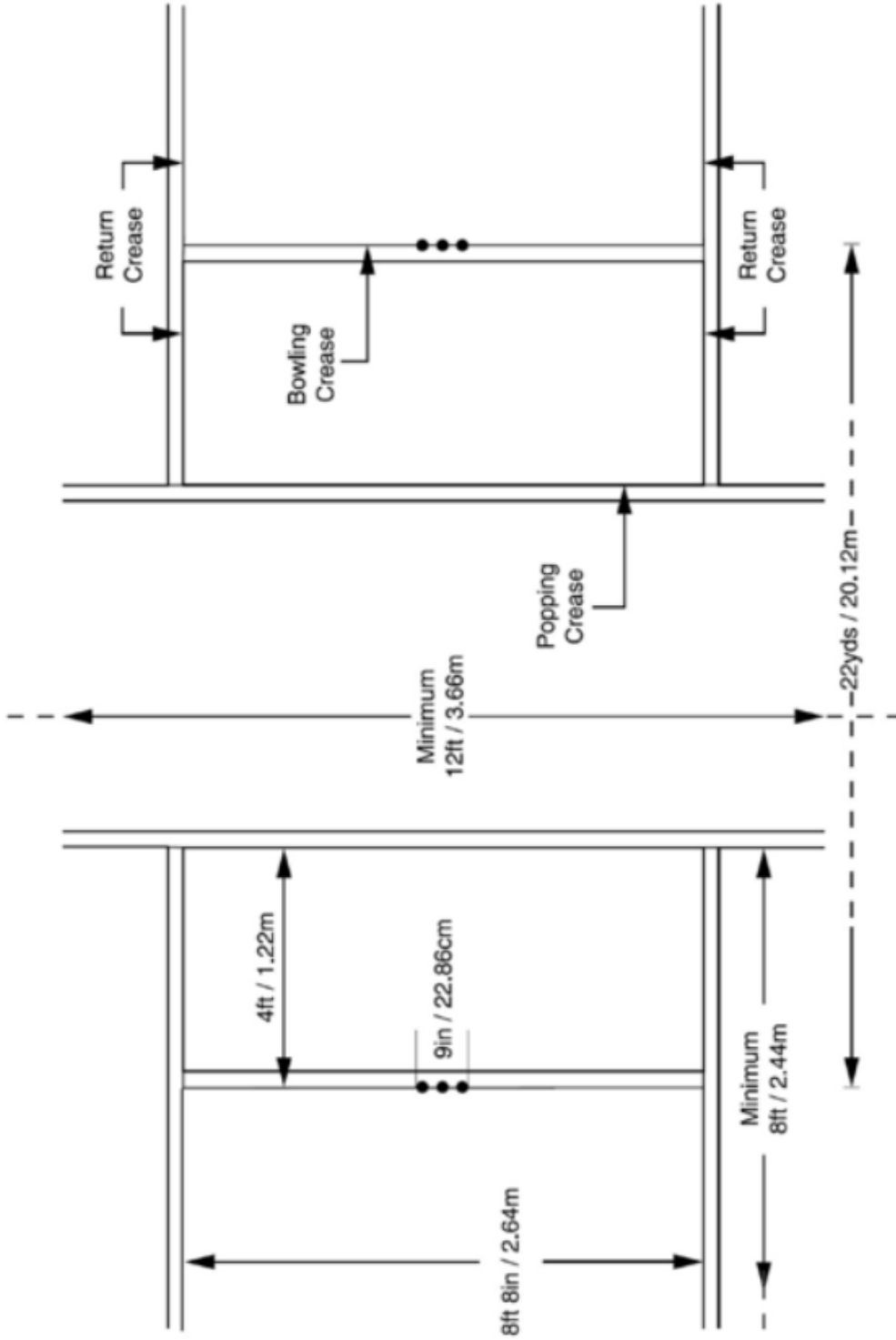


LAW 42 PLAYERS CONDUCT

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

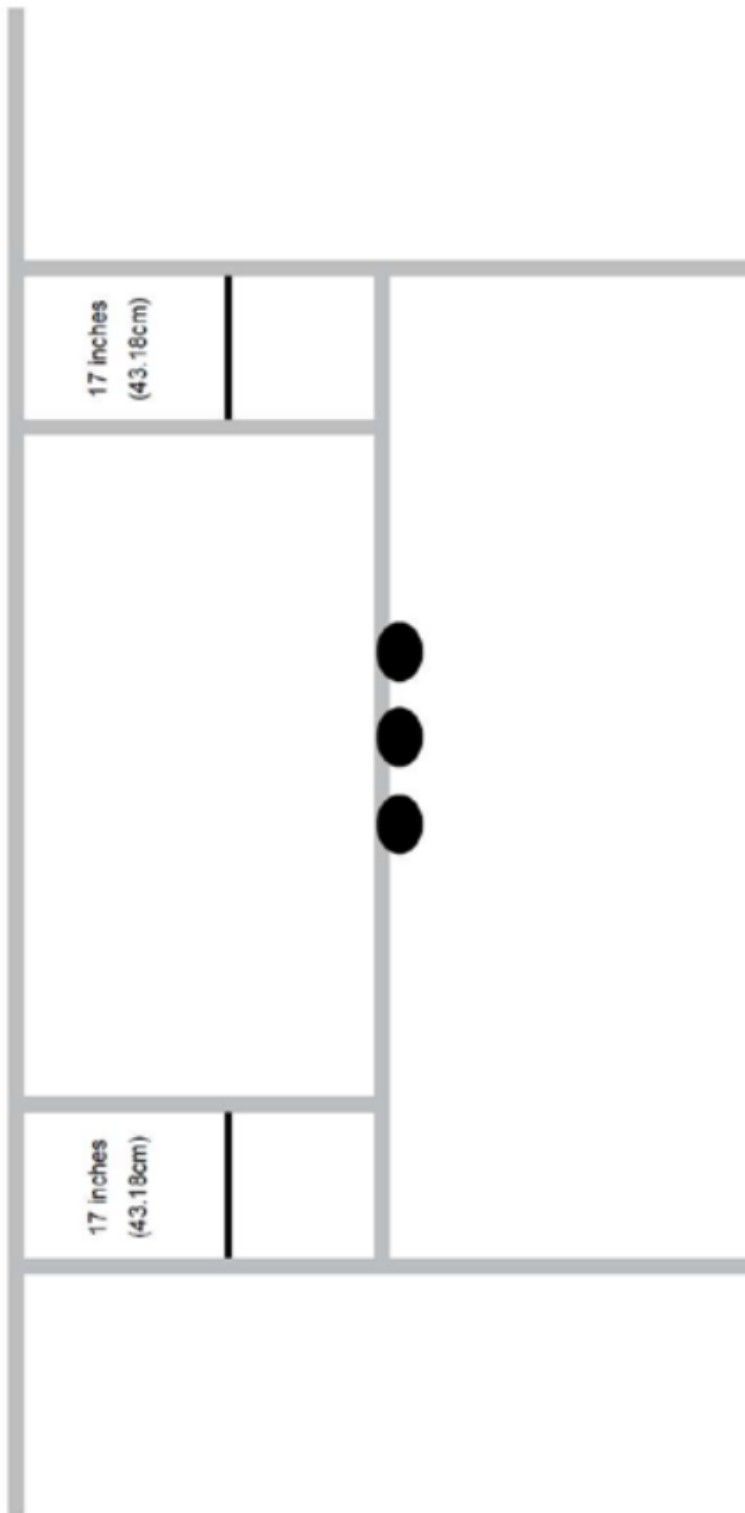
# APPENDIX 1

## The creases (Clause 7.1)



## APPENDIX 2

### Off Side Wide Guidelines



### APPENDIX 3 - LOSS OF PLAY IN LIMITED-OVER MATCHES

For time lost PRIOR to play, reduce the innings for each team by 1 over for each 7.5 minutes lost.

For time lost DURING THE INNINGS OF THE TEAM BATTING FIRST, reduce the innings by 1 over per team for each 7.5 minutes lost.

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
8	1	60	8	113	15	165	22
15	2	68	9	120	16	173	23
23	3	75	10	128	17	180	24
30	4	83	11	135	18	188	25
38	5	90	12	143	19		
45	6	98	13	150	20		
53	7	105	14	158	21		

Time lost DURING THE INNINGS OF THE TEAM BATTING SECOND, reduce the innings by 1 over for each 3.75 minutes lost.

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
4	1	30	8	57	15	83	22
8	2	34	9	60	16	87	23
12	3	38	10	64	17	90	24
15	4	42	11	68	18	94	25
19	5	45	12	72	19		
23	6	49	13	75	20		
27	7	53	14	79	21		

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## APPENDIX 4 - DUCKWORTH-LEWIS CALCULATIONS

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The Duckworth-Lewis method will be used for one-day and T20 matches that are interrupted due to ground, weather or light conditions.

The approved D/L calculator to be used is the Duckworth-Lewis Calculator (Tarams Inc.) for mobile phones (iPhone or Android).

The G50 value to be used is 178 for One-Day (40 over cricket)

The G50 value to be used is 125 for T20 matches.

Both team's scorers / captains are responsible to perform & compare and agree on the Duckworth/Lewis calculations.

Captains will advise umpires of target score and umpires will arbitrate and review data entry in the event of non-agreement.

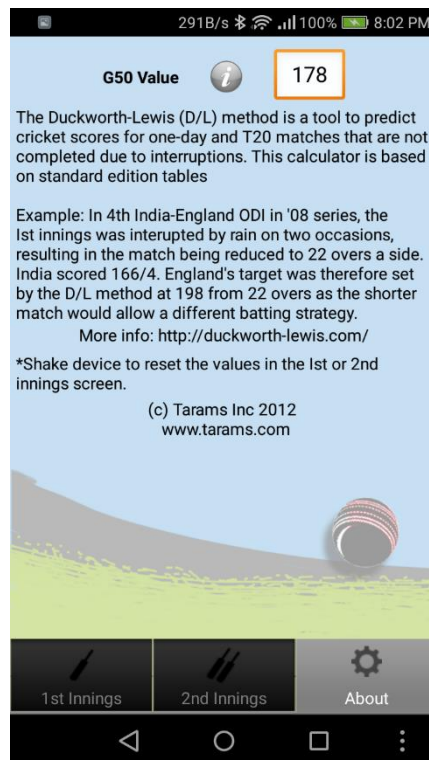
Example: One-Day match – interruption only during 2nd Innings

Match starts on time and Team 1 bats for its complete 40 overs and scores 175 runs. Team 2 commences batting on time and its innings is interrupted at 22.3 overs due to a thunderstorm with the score at 4/107.

The umpire(s) work out that 20 mins has been lost which is equivalent to 6 overs ( $20 \text{ minutes} / 3.75 = 5.33 \text{ overs} - \text{round up to } 6$ )

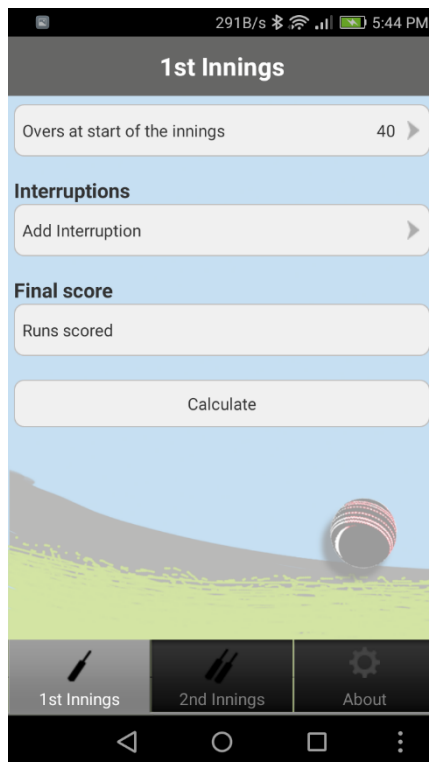
Therefore a maximum 34 overs remain for team 2.

To determine the new target score required for Team 2 to complete its innings.

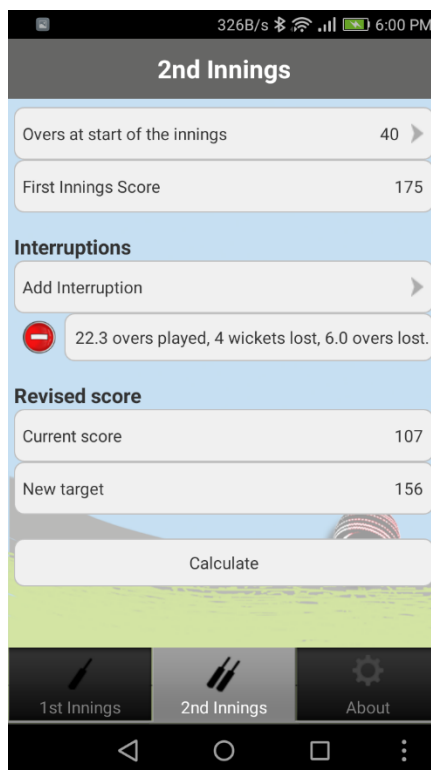


Select the About screen and update the G50 value to 178 (125 for T20)





Set overs for 1<sup>st</sup> Innings to 40

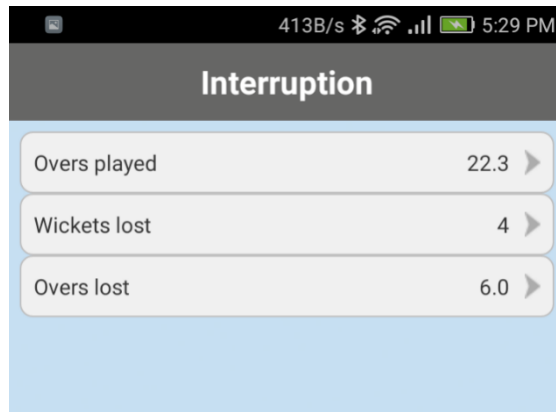


Set:

Overs at start of innings to 40

Add 1<sup>st</sup> innings score

Tap add interruption to complete details (below)



The screenshot shows a mobile application interface with a dark grey header titled "Interruption". Below the header, there are three light grey rounded rectangular buttons, each containing a label and a value with a right-pointing chevron icon. The first button shows "Overs played" with the value "22.3". The second button shows "Wickets lost" with the value "4". The third button shows "Overs lost" with the value "6.0". The background of the app is light blue.

Category	Value
Overs played	22.3
Wickets lost	4
Overs lost	6.0

Update current score to 107

Press calculate to get the updated target.

Team 2 needs 156 runs to win or 155 to tie in 34 overs