

Far South Coast Cricket Association Inc



Playing Conditions for Senior Matches

2022-23 Season

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1. PREAMBLE TO THE PLAYING CONDITIONS AS ADOPTED FROM “THE LAWS OF CRICKET”

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.

2. PLAYER SAFETY

- 2.1. Prior to the start of play, captains and Umpires must ensure that the playing surface is safe and in good condition by completing the “Game Day Checklist”.
 - 2.2. Sight screens must be outside the boundary.
 - 2.3. Thunderstorms
Play shall cease immediately in the event that a lightning flash occurs and is followed by thunder less than 30 seconds later. Play shall not resume until 30 minutes after the last such lightning flash.
 - 2.4. Hot Weather Policy
The Association Executive will cancel specific matches the day before, if the weather forecast for that location on game-day is for a maximum temperature of 40°C or more.
Sports Medicine Australia Hot Weather Guidelines should be observed with the option of taking additional drinks breaks or in the case of high temperatures reducing match duration (overs).
 - 2.5. Helmets
Helmets must be worn by junior cricketers (under 18 years) when batting or wicket keeping. In addition, junior cricketers are not permitted within 10 metres when fielding in front of the batsman.
Helmets are also highly recommended for senior cricketers when batting.
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3. PLAYER ATTIRE

- 3.1. Where a white ball is specified in the playing conditions, coloured shirts are to be worn. Shirts are not restricted in colour provided each player is similarly dressed.
 - 3.2. In the case of matches where a red ball is specified, cream/white apparel is required.
 - 3.3. The wearing of shorts is permitted.
 - 3.4. Any player not suitably attired must not bat or bowl whilst so attired.
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4. GENERAL MATCH RULES

- 4.1. All matches shall be contested in accordance with the MCC Laws of Cricket as recognized by the New South Wales Cricket Association including “Experimental Laws of Cricket” except where amended by these playing conditions.

Law 1.1 - The number of players

- 4.2. A team must have at least seven (7) players in attendance for that time during which a match is scheduled to be contested.
- 4.3. A team which fails to meet this obligation shall lose the match on forfeit and must forward an explanation in writing to the Association 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 Association Executive.
- 4.4. When a team/club forfeit the Captain must communicate this with the opposing Captain, umpire(s) and Association Registrar as soon as possible by phone and

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then also to the Association Secretary via an email as per 4.3.

- 4.5. Where a Team forfeits a game, their Club will also forfeit their lower grade(s) (if applicable) unless valid reasons can be put to the executive of the Association to the contrary.

Law 1.2 - Nomination of players

- 4.6. Each captain shall nominate his team in writing to his opponent before the toss. The lists must include the ages of all players under the age of 19. See Section 8 in respect interchange players in Two Day matches.
- 4.7. In C Grade only, a team may nominate 12 players on their team sheet before the toss. Where 12 players are nominated, the captain must also nominate one player who will not bat in the match and one player who will not bowl in the match.

Law 2 -The Umpires

- 4.8. 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.
- 4.9. 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.
- 4.10. If there are no official umpires appointed to the game 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 3 - The Scorers

- 4.11. Each team shall keep score in its own and (if required) the opposing team's scorebook.
- 4.12. Scorers shall indicate to the umpires if over has been called with less than six (6) fair deliveries having been bowled.
- 4.13. 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 4 - The Ball

- 4.14. The fielding team is required to provide and use a new approved ball at the start of each innings of a match. If both Captains agree, a used approved ball may be used at the start of any second innings of a two-day match.
- 4.15. List of approved balls

<u>Match Type</u>	<u>Approved Ball</u>
<u>Two-Day matches</u>	<u>Red Kookaburra 2 piece ball (Special Test or Tuff Pitch)</u>
<u>One day & T20 matches</u>	<u>White Kookaburra 2 piece ball (A Grade - Special Test,B/ C Grade - Practice)</u>

Law 5.7 –Bat Size Limits

- 4.16. Bats purchased before the amendment of the size restrictions in 2017 will still be permitted in FSCCA competitions. Any new bat purchased must adhere to the amended law.

Law 6 - The Pitch

- 4.17. All matches are to be contested on pitches which meet the minimum standard as approved by the Association Executive from time to time.
- 4.18. If before the commencement of a match set down for a turf wicket it is determined 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.
- 4.19. If the curator is unable to prepare the wicket before match day the Association is to be advised and necessary action taken to relocate. 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 2.7).

Law 12 Start Of Play

- 4.20. 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.
- 4.21. If an explanation is not furnished, or if in the opinion of the Association 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.

Law 19 - Boundaries

- 4.22. 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.
- 4.23. The boundary is the inside edge of the boundary marker. The base line of a fence is the boundary. Hitting a fence or boundary marker on the full scores 6 runs.
- 4.24. Any team which fails to meet its obligation in respect of ground preparation and marking shall be penalized by the Association Executive by way of a fine or loss of points for the match.

Law 20 - Dead Ball

- 4.25. 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

- 4.26. In all matches played on concrete, matting or artificial turf pitch a delivery which pitches on the edge of the pitch or off the pitch shall be deemed a No Ball and called as such by the Umpire immediately it pitches.
- 4.27. In relation to Law 21.2 (Fair delivery – the arm) refer to Association By-Laws Appendix 3 - Procedure In Event Of Doubtful Bowling Action.

Law 22 Wide Ball

- 4.28. In addition, a delivery shall be deemed to be a Wide unless it pitches fairly on the pitch and, in the opinion of the Umpire, it offers the batsman a reasonable opportunity to score.

Law 24 Fielder's Absence; Substitutes

- 4.29. Law 24.2 Fielder absent or leaving the field of play is amended to:
 - (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 – Runners and Substitute Fielders

4.30. If the umpires are satisfied that a player has been injured or become ill after the nomination of the teams, they shall allow that player to have a substitute fielder and a runner when batting.

Law 41.7 Bowling of dangerous and unfair non-pitching deliveries

4.31. An umpire will call and signal No Ball to a delivery which he considers to have been above the waist on the full (beamer) to a batsman standing upright at the crease.

4.32. When the ball is dead, the umpire shall caution the bowler (first & final warning) if they deem it a dangerous delivery under Law 41.7.2

4.33. Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall call and signal No ball and direct the captain of the fielding side to suspend the bowler immediately from bowling in that innings.

41.6 Bowling of dangerous and unfair short pitched deliveries (Bouncers)

4.34. A bowler shall be limited to one fast short-pitched delivery per over in One Day and T20 matches and two fast short-pitched deliveries per over in Two day matches.

4.35. A fast short-pitched delivery is defined as a delivery which passes or would have passed above the shoulder height of the striker standing upright at the crease.

4.36. One or both Umpires shall advise the bowler and the batsman on strike that the delivery has been considered as a fast short pitched delivery.

4.37. In addition, a delivery that passes clearly above the head height of the batsman that prevents the batsman from being able to hit it by means of a normal cricket stroke shall be called Wide and will also count as a delivery above shoulder height for that over.

4.38. In the event of a bowler bowling more than the maximum allowable fast short-pitched deliveries in an over as defined in Clause 4.35, the umpire at the bowler's end shall call and signal No Ball on each occasion.

Law 42 - Players' Conduct

4.39. Law 42 will not apply in FSCCA competition. Breaches of the Association's Code of Conduct will continue to be dealt with under the provisions of the Association by-laws.

5. AGE BOWLING RESTRICTIONS

No medium pace or faster bowler (broadly defined by one or both of the Umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the maximum number of overs in a spell and maximum number of overs in a day's play as set out below:-

Age as at Match Date.	9	10	11	12	13	14	15	16	17	18
Maximum overs per spell	2	3	4	4	5	5	6	6	7	8
Maximum overs per day	4	6	8	8	10	12	14	16	18	20

- 5.1. When a junior player has played in the morning and has bowled, he can only bowl the balance of his daily allotment as permitted under Cricket Australia's guidelines set out above. It is the captain's responsibility to make himself aware a junior has bowled previously that day and, if he bowls, to inform the Umpires how many overs he has previously bowled.
- 5.2. Such a bowler shall have a minimum rest period between spells of at least the same number of overs bowled from his end as the bowler has bowled in his spell.
- 5.3. A bowler who has bowled a spell of fewer than the maximum number of overs set out in the table above may resume bowling prior to the completion of the minimum rest period defined but this will be considered an extension of the spell, and the limit of overs in total in the spell shall still apply. Following completion of the spell, the normal break between spells will apply - the break within the spell is disregarded. In this case the number of overs break is to begin from the end of the overs in the extended time.
- 5.4. For the purpose of calculating the bowler's minimum rest period as above, any interruption of play due to weather or an interval shall contribute in the amount of time of the interval or part thereof and allowing 3.5 minutes per over. For example, if the break in play is 12 minutes then this is considered as 2 overs from each end and allow the rest period as 2 overs for the bowler from each end, fractions are always rounded down as a case of safe practice for the limited under age bowlers.

6. PLAYING CONDITIONS FOR ONE DAY MATCHES

Hours of Play

Session 1	Change of Innings	Session 2
1:00pm – 3:40pm	10 minutes	3:50pm – 6:30pm

- 6.1. A match shall consist of one innings per team, each innings being limited to 40 overs.
- 6.2. If the team batting first is dismissed before receiving its 40 overs, the team batting second shall still be entitled to bat its full 40 overs.
- 6.3. A match shall be deemed to have been played only if each team has received a minimum of 20 overs in its batting innings. This provision does not apply if a team has either been dismissed or has reached the target total.
- 6.4. In an uninterrupted match the team scoring the highest number of runs shall be declared the winner regardless of the number of wickets lost by either team.
- 6.5. If the scores are level at the completion of both innings, the match shall be declared a tie regardless of the number of wickets lost by either team.
- 6.6. Drinks will be taken half way between the start of play and the tea break and again half way 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. On hot days, additional drinks breaks should be scheduled by agreement between the captains and umpires.

Number of Overs per Bowler

- 6.7. Bowlers are limited to a maximum of 8 overs each in a 40 over match. Maximum overs and maximum overs per spell are set for junior players as per Section 5.
- 6.8. In a delayed or interrupted match where overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed in the innings except, where the total is not divisible by five, one additional over shall be allowed to the maximum number per bowler. For example, in a 33 over innings, three bowlers would be limited to a maximum of 7 overs each. The remaining overs are to be shared by two or more additional bowlers.
- 6.9. The Scorers shall indicate to the Umpires at the commencement of the bowler's final over.
- 6.10. Wides - Guidelines A wide is to per called for a delivery :
 - a. Off side – passing the striker at a point wider than 90cm from off stump
 - b. Leg side – that passes behind the legs of the batter and outside the leg stump at a point wider than 30cm (from leg stump).
- 6.11. For a delivery to be called wide it must not make any contact with the striker's bat or person or pass between the striker and the stumps.
- 6.12. All runs which are run or result from a Wide Ball shall be scored as Wides.

Fielding Restrictions (A Only)

- 6.13. Two semi circles shall be drawn on the field of play. The semi circles have as

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their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 27.5 metres (30 yards). A straight line joins the ends of each semi-circle.

- 6.14. At the instant of delivery, there may not be more than five fieldsmen on the leg side
- 6.15. If there are more than five fieldsmen on the leg side at the time of delivery, the umpire shall call and signal "No Ball".
- 6.16. For the first 13 overs, only 2 fieldsmen are permitted to be outside the circle at the instant of delivery.
- 6.17. For the remaining overs, only 5 fieldsmen are permitted to be outside the circle at the instant of delivery.
- 6.18. In the event the number of overs in a match is reduced the fielding restrictions are to be reduced in accordance with the table below:

Overs in innings	Over restrictions
20-21	6
22-23	7
24-26	8
27-29	9
30-33	10
34-36	11
37-39	12

Length of Innings – Pre-Match Agreement

- 6.19. Should both Captains, in consultation with 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.

Length of Innings - Uninterrupted match

- 6.20. If after a 1.00pm start and with no interruptions due to ground, weather or light conditions:
 - a. the team fielding first fails to bowl 40 overs by the scheduled time for closure of the first session, the number of overs bowled (including the one in progress) to that time is to be recorded. Play is to continue until the end of 40 overs (or the team is all out). Following the normal 10 minute interval and before the scheduled time for closure of the second session, the Team fielding second must bowl only that number of overs recorded as received by it in its batting innings at the scheduled time for closure of the first session.
 - b. failure by the team fielding second to bowl the required number of overs before the scheduled time for closure of the second session shall result in penalty runs being credited to the team batting second at the rate of 12 runs for each (full) over not completed at the scheduled time for closure.

Lost Time (Session 1) Before, or During, the Innings of the Team Batting First

- 6.21. If as a result of interruptions during the first session, due to ground, weather or light conditions, playing time is lost, such time is to be halved and equally

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deducted from the batting time of each team.

- 6.22. Deducted time shall reduce the minimum number of overs to be bowled in each innings at the rate of 1 over per 7 minutes or part thereof lost. The time at which the tea break (change of innings) occurs shall be adjusted accordingly.
- 6.23. If the match has not commenced by 3:30 pm it shall be abandoned and the result declared a draw. The match once abandoned cannot be rescheduled by the teams involved.
- 6.24. If either team is prevented from receiving the minimum of 20 overs (to constitute a match) then the result shall be declared a draw/no result.

Lost Time (Session 2) – After the Innings of the Team Batting First

- 6.25. If time is lost due to any of the aforementioned interruptions and this prevents the team batting second from receiving its allotted number of overs (exceeding 20) by the scheduled time for closure of the session the overs to be bowled in the innings are reduced at the rate of 1 over per 3.5 minutes or part thereof lost.

Revised Target Score Calculation

- a. Following lost time a revised target score is to be calculated using the Duckworth/Lewis App (Appendix 1) and include interruptions in either session.

7. A GRADE TWO DAY MATCH PLAYING CONDITIONS

Hours of Play

Session 1	Tea Break	Session 2
1:00pm – 3:30pm	10 minutes	3:40pm – 6:00pm + 30 minute extension if required.

Intervals

- 7.1. If at the time for the tea interval, nine wickets are down, play will continue for a period not exceeding 30 minutes or until the innings is concluded, whichever occurs first.
- 7.2. Drinks will be taken half way through each session. In the event of extremely hot weather additional drinks breaks can be taken as agreed between the two captains and Umpires (if Umpires are present). Player safety is to be considered at all times in extremely hot weather.

Overs

- 7.3. Eighty (80) overs are to be bowled on each day unless an outright result is achieved or the game is ended by mutual agreement of both captains after consulting with the Umpires at any stage after the achievement of a first innings result.
- 7.4. There will be no deduction of overs due to innings breaks.
- 7.5. Subject to rule 7.3, in an uninterrupted match, play must continue on each day of a match until the completion of 80 overs, but under no circumstances will play extend past 6:30pm on any day of any match.
- 7.6. Laws of Cricket 12.6, 12.7 and 12.8 relating to the last hour of a fixture shall not apply to this competition.

Ball

- 7.7. If both Captains agree, a used approved ball may be used at the start of any second innings of a two-day match.

Innings

- 7.8. The team batting first on the first day of a match who has batted for 80 overs will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- 7.9. Should the team batting first be dismissed or declare its innings closed on the first day before 80 overs have been bowled, then the team batting second is required to face the remaining overs in the day's play plus the total number of overs bowled on the second day.
- 7.10. A team that in its first innings has batted for the entire 80 overs on the second day (plus any overs it may have received at the conclusion of the first day) will have its innings automatically declared closed and the total at that time will stand as its first innings total.
- 7.11. If team batting 2nd doesn't pass the 1st innings total of team batting 1st but isn't dismissed the match is a draw. Team batting 2nd can declare behind on 1st innings and try to get bonus points/outright

Follow-on

7.12. A first innings lead of 100 runs is required before a team can enforce the follow-on.

Late Start/Interruption - 1st Day

7.13. If time is lost on the first day as a result of a delayed start (not wilfully caused by team), ground, weather or light conditions, the following rules are to apply:

- a. For every 4 minutes or part thereof lost after the scheduled start time the total numbers of overs to be bowled on that day shall be reduced by 1.
- b. The total overs for the match after the deduction shall be divided evenly between the two sides to obtain a maximum figure for each team to receive in its first innings (NB: half overs to be rounded up)

Example

If a total of 20 overs are lost on day 1 then the team batting first would be entitled to receive a maximum of 70 overs before its first innings was closed (total of 140 for the match - 60 overs on Day 1 plus 80 overs on Day 2.) If not bowled out or declare their respective innings closed Team A would bat for the 60 overs on Day 1 and 10 overs on Day 2. Team B would then bat for a maximum of 70 overs).

7.14. Play on the first day shall be abandoned if the match has not commenced by 3.30 pm Both teams may be required to stay until 3.30 pm if there is a possibility play may be able to commence. If there is no play on the first day or if not more than 10 overs have been bowled in the day's play then the match shall be contested on the second day as a One Day (Limited Overs) Match.

Late Start/Interruption - 2nd Day

7.15. If playing time is lost on the second day because of a delayed start (not wilfully caused by either team), or interruptions due to ground, weather or light conditions, the following rules shall apply:

- a. If play is interrupted for a total playing time not exceeding 30 minutes, play shall continue until the full entitlement of overs has been bowled.
- b. If play is interrupted for a total playing time exceeding 30 minutes and play is able to resume, one over is to be deducted for every 4 minutes or part thereof lost in excess of 30 minutes.
- c. the team batting second is entitled to receive the adjusted number of overs .; and
- d. where a result is not obtained the match shall be considered drawn.

Penalties for Slow Over Rates -2 Day Cricket

7.16. If, in the opinion of the umpires, a team is, because of its slow over rate, responsible for the failure of the minimum numbers overs to be bowled in a day's

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play, the umpires may report the Club to the Association Secretary.

- 7.17. Penalties for slow over rates may only be imposed where at least one FSCCA appointed Umpire presided throughout the entire match.
- 7.18. When there have been no interruptions due to ground, weather or light conditions in a day's play and where one team bowls for the whole day and has not completed the required number of overs by 6:30pm, a penalty of 6 runs for each over not so completed shall be added to the batting team's score.

8. SUBSTITUTION OF PLAYERS IN TWO DAY MATCHES

- 8.1. Clubs may use interchange players on either day of a match in accordance with these rules.
- 8.2. Before the commencement of the two-day series, each club is to nominate five (5) A Grade players who will be designated as 'A Grade only'. These players will not be permitted over the course of the two-day series to play in any lower grade unless written permission has been received to do so from the Association Executive.
- 8.3. A club may nominate a team of up to 14 players for a two-day match of which any 11 can play on each day of the match.
- 8.4. A team sheet clearly showing all players (up to 14) nominated for the match must be given to the umpire(s)/opposition Captain prior to the toss. The team sheet must indicate the 11 players that will play on Day 1.
- 8.5. At least 15 minutes before the scheduled commencement of play on Day 2, both Captains must notify the umpire(s) and the opposing Captain of any players that are to be interchanged for Day 2.
- 8.6. The players that are interchanged must be noted in the scorebooks.
- 8.7. After the match, the relevant players must be recorded in PPlayHQ as "Did not play on day 1" or "Did not play on day 2" as applicable. This does not affect the requirements of By-Law 5.6.
- 8.8. Any player nominated to play on either day must be qualified to play (i.e. registered and clearance as required).
- 8.9. Once nominated, no other change to the team is permitted except that: the usual MCC Laws as to substitute fielders still apply; and the Association Executive may approve changes caused by last minute representative cricket requirements.
- 8.10. Where a player is batting at stumps on Day 1 and doesn't return for Day 2, he shall be recorded as retired not out, and another player, who has not batted in that innings, shall bat in his place at the commencement of Day 2.
- 8.11. If a team bowls on Day 1 and is still bowling on Day 2, any interchanged player(s) can also bowl in that innings on Day 2.
- 8.12. Provided they are not designated as 'A Grade Only', any player not required to be part of the eleven in the team on a particular day may play lower grade matches
- 8.13. Playing a single day of a two-day match does count as a match for the purposes of determining eligibility to play in grade finals

9. PLAYING CONDITIONS FOR TWENTY20 MATCHES

Duration

- 9.1. The match will consist of one innings per side, each innings being limited to a maximum of 20 overs.
- 9.2. In all Matches, the fielding side must bowl the overs in an innings (i.e. 20 overs) in no more than 80 minutes.
- 9.3. A minimum of 5 overs per team shall constitute a match.
- 9.4. No drinks intervals are scheduled.

Fielding Circle & Wide Markings

- 9.5. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.5 metres. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 4.5 metre intervals.

Powerplays

- 9.6. In all Matches, each innings will include a Powerplay. The Powerplay will be overs 1 to 6 (inclusive). If number of maximum overs in an innings is reduced, the number of overs in the Powerplay will be reduced in accordance with the table below.

Maximum overs in an innings	Number of the overs in Powerplay
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

Powerplay - Restrictions on the Placement of Fieldsmen

- 9.7. At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 9.8. There following restrictions are on the placement of fielders:
 - a. for the first 6 overs only 2 fieldsmen are permitted to be outside the fielding circle;
 - b. for the remaining overs, only 5 fieldsmen are permitted to be outside the fielding circle at the instant of delivery; and
 - c. in circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions shall be reduced proportionately for that innings only.
- 9.9. In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal No ball.

Wides

- 9.1. As a guideline to the Umpires for the calling of wides, the following shall be marked in white at each end of the pitch:
 - a. Off-side wide - (90cm) from the off-stump to inside edge

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- b. Leg side – that passes behind the legs of the batter and outside the leg stump at a point wider than 30cm (from leg stump).

Number of Overs Per Bowler

9.2. No bowler may bowl more than four overs. In a delayed start or interrupted match where the overs are reduced for both sides or for the side 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), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

9.3. Example

After 8 over rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

No Ball – Free Hit Penalty

9.4. The delivery following a Front foot or above waist high No ball 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 a Wide), then the next delivery will become a free hit for whichever batsman 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. Field changes are not permitted for free hit deliveries unless there is a change of striker.

9.5. 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.

Timed Out

9.6. Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next delivery within 1 minute 30 seconds of the fall of the previous wicket.

Tied Matches

- 9.7. In the event of a tied match the teams shall compete in a Super Over to determine the winner:
 - a. each team nominates three batsmen and one bowler to play one over per side.
 - b. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
 - c. the side with the higher score from their Super Over wins.
 - d. if the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its full innings and in the one-over eliminator will be declared the winner. If the teams are still tied, the one with the higher number of fours in both innings will win.

Length of Innings – Pre-Match Agreement

9.8. Should both Captains, in consultation with appointed Umpires (if applicable), agree before the toss to forego the conditions mentioned in either "Uninterrupted

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match" or "Interrupted match" below, the match may be contested on the basis of both teams batting for 20 overs irrespective of start or finishing times.

Length of Innings - Uninterrupted match

- 9.9. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Rule 9.12 shall apply.
- 9.10. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 9.11. If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Rule 9.12 shall apply.
- 9.12. Unless determined otherwise by the Umpires, in both sessions of the match, if the team fielding fails to bowl the required number of overs on time, a penalty of six (6) runs per over shall be awarded to the batting side for each over or part thereof short of the required number at the scheduled or rescheduled cessation time.
- 9.13. All penalties in this regard shall be imposed at the end of the last over considered to have been completed before the scheduled or re-scheduled cessation of time for the innings and before the first delivery of the penalised overs is bowled. If the team batting second is credited with runs in this way and this consequently takes their score past that of the team batting first, then the match shall be deemed won by the team batting second and will cease immediately.

Lost Time (Session 1) – Before, or During, the Innings of the Team Batting First

- 9.14. The number of overs to be received by each team shall be reduced at the rate of one over for each 7 minutes of playing time lost.
- 9.15. Where the number of overs to be received by each team is reduced the fielding and bowling restrictions for each innings shall be reduced in proportion to the time lost.
- 9.16. If either team is prevented from receiving the minimum of 5 overs (to constitute a match) then the result shall be declared a draw/no result.

Lost Time (Session 2) – After the Innings of the Team Batting First

- 9.17. The number of overs to be received by the team batting second shall be reduced at the rate of one over for each 3.5 minutes of scheduled playing time lost. Field and bowling restrictions shall be reduced in proportion to the time lost.

Revised Target Score Calculation

- 9.18. Following lost time a revised target score is to be calculated using the Duckworth/Lewis App (Appendix 1) and include interruptions in either session.

10. APPENDIX 1 DUCKWORTH-LEWIS CALCULATIONS

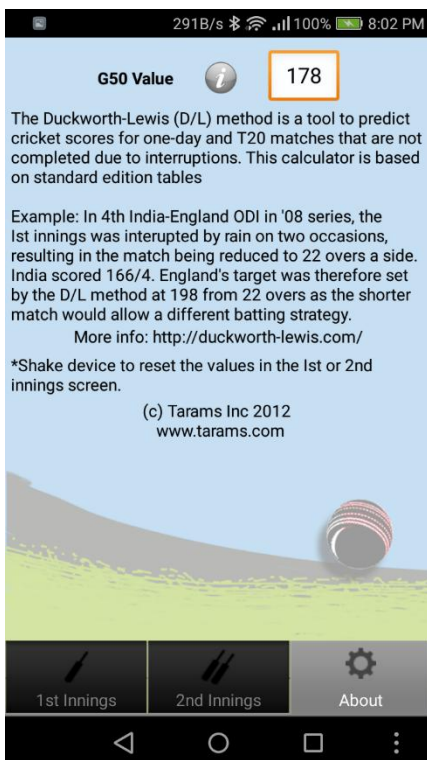
- 10.1. The Duckworth-Lewis method will be used for one-day and T20 matches that are interrupted due to ground, weather or light conditions.
- 10.2. The approved D/L calculator to be used is the Duckworth-Lewis Calculator (Tarams Inc.) for mobile phones (iPhone or Android).
- 10.3. The G50 value to be used is 178 for One-Day (40 over cricket)
- 10.4. The G50 value to be used is 125 for T20 matches.
- 10.5. Both team's scorers / captains are responsible to perform & compare and agree on the Duckworth/Lewis calculations.
- 10.6. 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

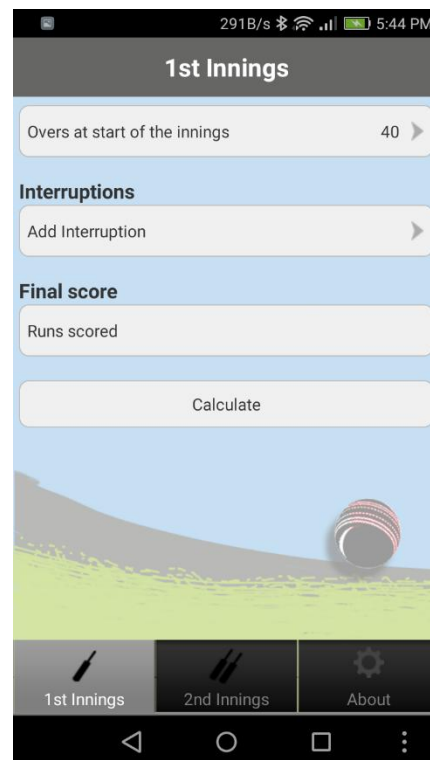
Match starts on time and Team 1 bats for its complete 40 overs and scores 175 runs. Team 2 commences batting on time and its innings is interrupted at 22.3 overs due to a thunderstorm with the score at 4/107.

The umpire(s) work out that 20 mins has been lost which is equivalent to (20/3.5) to 6 overs (34 overs maximum for team 2).

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

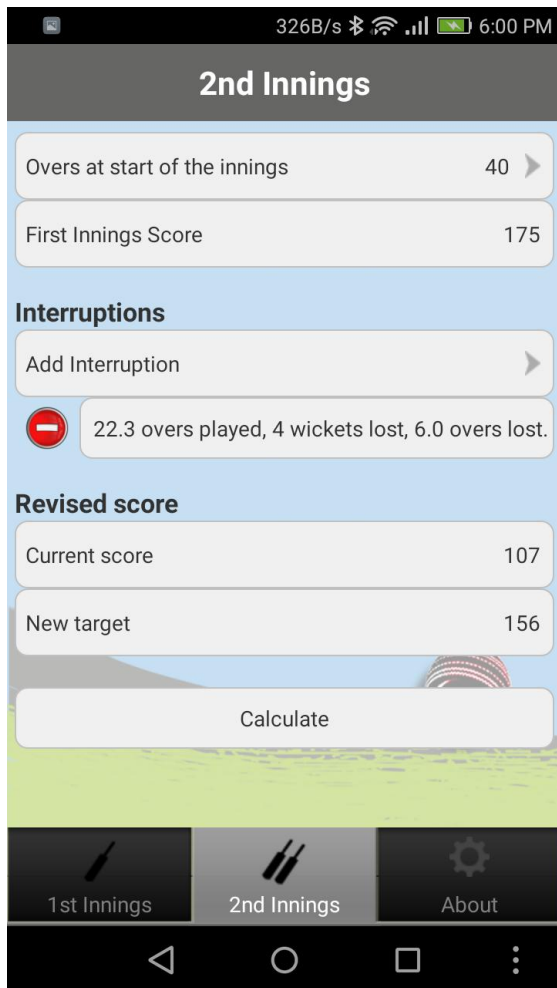


Select the About screen and update the G50 value to 178 (125 for T20)



Set overs for 1st Innings to 40

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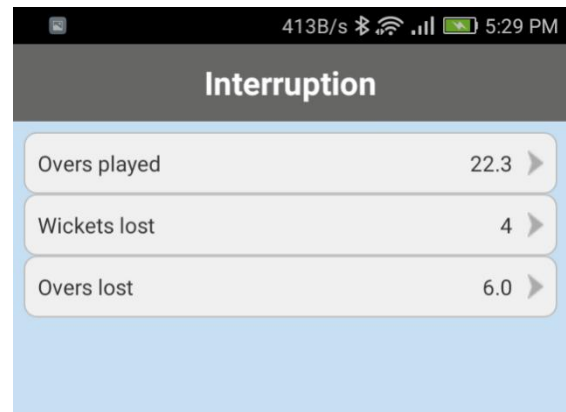


Set:

Overs at start of innings to 40

Add 1st innings score

Tap add interruption to complete details (below)



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

11.C GRADE SPECIAL CONDITIONS

The competition is aimed at developing teenage players with parental/senior support and guidance with enjoyment and maximising participation is the responsibility of team captains; however the Executive will act upon any clubs not upholding the spirit of the game via possibility of fines or lost of competition points.

C Grade One Day Special Conditions

11.1 In C Grade only, a team may nominate 12 players on their team sheet before the toss. Where 12 players are nominated, the captain must also nominate one player who will not bat in the match and one player who will not bowl in the match.

11.2 C grade players aged 18 or over as at 1 September 2022:

- a. must retire immediately on reaching 50 runs. This player can resume their innings at the fall of the last wicket. If more than one batsman retires they will return in the same order in which they retired, and
- b. are limited to bowl a maximum of 4 overs in total in the match.

11.3 Over based fielding restrictions do not apply in C grade one-day matches.

11.4 30 overs One Day Cricket per Innings

11.5 Start time is 2pm however time can be changed on agreement with opposing captain/club

11.6 Bowlers can only bowl a max of 6 overs

11.7 No player will field within 10m of the batsman (except wicket-keepers and slip fielders)

11.8 All wides and no balls must be re-bowled

11.9 New Kookaburra White Practice 156g ball must be used.

11.10 Coloured clothing shirts are mandatory and coloured pants are optional.