

PLAYING CONDITIONS – 30 Over Cricket

Updated 1 Aug 2023



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 “Carnival Manager” or “Youth Championships Officer” (where available and applicable).

LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

1.1 - A team shall consist of up to 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. No restrictions shall apply to where a player can bat if they have been off the field for any period of time prior to the completion of the first innings.

Players not on the field must wear coloured vests when coming onto the field to deliver drinks/gloves etc to the batters at the crease.

1.2 - No player shall be part of the nominated 13 players in more than one game on any given playing date. No player shall bat or bowl in more than one Youth Championship match on any given day. If required, a player may act as a substitute fielder in a second match on any given day of play in accordance with Law 24 of the Laws of Cricket. A breach of this playing condition shall result in a loss of all competition points earned on the day in both matches and the result of the game shall be awarded to the opposing sides. Further disciplinary action may also be undertaken by the Governing Body.

1.3 - Eligibility to Play

Further to the Youth Championships Eligibility, which is available as a separate document, 30 over cricket is conducted within the following competitions:

* Girls under the age of 13 as of 31 August each season

LAW 2 - THE UMPIRES

Law 2 shall apply subject to the following:

2.1 - Lightning

Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.

However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition. Any person who breaches this playing condition breaches the Code of Conduct and the umpires shall report such person/s to the Governing Body.

2.2 - Other Extreme Weather

Refer to the Youth Championships Heat and Weather Policy.

2.3 – Matches with Only One Official Umpire

Where only one officially appointed umpire is present at the match that umpire has jurisdiction to over-rule any decision made by a person acting as square leg umpire in cases of stumpings, hit wicket or run outs.

LAW 3 - THE SCORERS

Law 3 shall apply subject to the Match Day Operations Policy (separate document).

LAW 4 - THE BALL

Law 4 shall apply subject to the Match Day Operations Policy (separate document).

4.1 - New Ball

A new ball must be used for the start of each innings with Cricket NSW supplying balls for each age division.

LAW 5 - THE BAT

Law 5 shall apply.

LAW 6 - THE PITCH

Law 6 shall apply subject to the Match Day Operations Policy (separate document).

6.1 - Girls Under 13 Age Divisions

Shall play on a reduced 18m synthetic surface pitch length with spring back stumps to be used at both ends of the pitch. (See Appendix 4).

6.2 – Maximising Play

At all times all participants will strive to maximise play. This is broadly defined as follows –

- (a) All participants from both sides will assist in the removal or the laying of covers when directed by the umpire/s.
- (b) Where the venue is deemed unfit for play but the game is not yet abandoned, all participants will make best effort to attempt to improve the prevailing conditions to allow for play to commence or resume.
- (c) A refusal by any player or official to adhere to an instruction of an umpire in regards to maximising play as described above may at the discretion of the umpire be reported as a code of conduct breach.
- (d) A further measure to maximise play will allow for the practise of play being conducted where bowling occurs only at one end of the pitch in circumstances where the opposite end of the pitch is deemed unfit for bowling to occur. If this occurs, bowling at the same end, for the sake of consistency, must be maintained for the entire match. When bowling from one end as described above, the batters at the crease will swap ends at the end of each over. Where two umpires are appointed to the match the umpires will alternate at the bowlers end from one over to the next.

LAW 7 - THE CREASES

Law 7 shall apply subject to Girls U13s playing with crease markings as defined in the diagram listed. (See Appendix 4)

LAW 8 - THE WICKETS

Law 8 shall apply subject to the Match Day Operations Policy (separate document). This includes the use of spring back stumps at both end of the pitch for any game played on a reduced 18m synthetic surface. (See Appendix 4)

LAW 9 - PREPARATION and MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

LAW 10 - COVERING THE PITCH

Law 10 shall apply, subject to the Match Day Operations Policy (separate document).

LAW 11 - INTERVALS

Law 11 shall apply subject to the following:

11.1 - The Change of Innings Break - Lunch

- (a) The change of innings interval is 40 minutes, computed from the end of the innings of the team batting first.
- (b) If the team batting first is bowled out early ahead of the scheduled time for lunch the interval shall not under any circumstances be reduced or deferred subject to the provisions of clause 11.2 or 12.2.
- (c) Under no circumstances shall a lunch break be deferred and taken after the commencement of the team batting second.

11.2 - Exception to Clause 11.1

Where the team batting first is dismissed in 15 overs or less, the length of the interval must be reduced to 15 minutes. The game is then played to completion with no further intervals other than drinks breaks. Clause 11.1 (c) shall also apply.

11.3 Drinks Breaks

- (a) One drinks interval per innings shall be permitted, taken at the **halfway point** of the innings. No drinks break shall be scheduled if the match is reduced to less than 25 overs.
- (b) If a wicket falls during the over which a drinks break is scheduled at the end, the break shall be taken immediately.
- (c) Under conditions of extreme heat umpires may permit extra drinks breaks.
- (d) 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 proper cricket attire as well as the appropriate coloured vest.

LAW 12 - START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 - Hours of Play

Where a match starts on time with no interruptions the nominal playing hours are:

1st Session	10.00am to 12.00pm
Innings Interval	12.00pm to 12.40pm
2nd Session	12.40pm to 2.40pm

All references to time in this document are Daylight Saving Hours

12.2 - Slow Over Rates

Each team is allocated 120 minutes to bowl its 30 overs at the rate of one over every four (4) minutes. Where the team bowling first fails to complete its overs in the allotted time the duration of the lunch break can be reduced from 40 minutes to no less than 25 minutes to absorb some (or all) of the extra time used to complete the innings.

12.3 - Amendment to Playing Hours

Cricket NSW reserves the right to amend the start and finish times of all matches.

12.4 - Additional Playing Time Due to Late Starts/Weather Delays

- (a) **Extra "Make Up" Time** - A total of 140 minutes of extra time is available where the start of play is delayed, or play is suspended due to weather or ground conditions. All extra time is to be exhausted before any reduction to the interval or the prescribed number of overs.
- (b) **Using Recouped Time (i)** - Further to clause (a), should the innings of the team batting first finish prior to the scheduled or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 120 minutes described above before overs are reduced.
- (c) **Using Recouped Time (ii)** - Where play is suspended after the game has started, upon resumption it will often be possible to lose more than 140 minutes and not lose any overs due to the fact that the bowling team may often be ahead of the required over rate. This due to the fact that overs remaining in the match are calculated based on playing time remaining - Refer Playing Condition 13.

(d) **Late Start Table** - All matches that start late will see playing times rescheduled as per the late start table.
(See Appendix 2)

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

Once the 140 minutes of make up time and recouped time is exhausted as per clause 12.4, the time taken for the change of innings interval shall be either 40, 25 or 15 minutes. This will be determined using the overs per innings that is listed on the late start table at the end of these playing conditions.

(See Appendix 2)

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- a) Each team shall bat for 30 (six-ball) overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (120 minutes), play shall continue until the required number of overs has been bowled.
- c) Where the first innings goes over 120 minutes in duration, the 40 minute innings break shall be reduced to no less than 25 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.
- d) If the team fielding second fails to bowl its quota of overs in less than 120 minutes, play shall continue until the overs are bowled or a result has been achieved, whichever comes first.
- e) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of four minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting). Law 41.9 can only be utilised during an innings and not after the innings is completed.

13.2 Delayed or interrupted matches

- a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 15 overs each team to constitute a match). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.
- b) If the team fielding second fails to bowl the required number of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) If an over recalculation comes up with a figure including a fraction then the calculation shall be rounded up to the nearest over.

13.3 Delay or Interruption to the Game – Calculating Over Reductions

- a) No overs shall be lost until 140 minutes of playing time has been lost. Should the innings of the team batting first be completed prior to the scheduled or re-scheduled time for the commencement of the change of innings interval, any time not utilised in the first innings shall be added on top of the 140 minutes described above before overs are reduced. (Refer to Playing Condition 12.4.)
- b) Once all available make up time as described in clause (a) above has been exhausted, overs remaining in the match shall be calculated as follows:

- (i) Upon resumption of play umpires are to establish the re-scheduled finish time and calculate the number of minutes remaining. They must also deduct the appropriate time for the change of innings if the team batting first has not yet completed its innings.
 - (ii) Divide the total number of **playing minutes that remain** in the re-scheduled finish time by four (4) to come up with the maximum number of overs that remain in the game.
 - (iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.
- c) To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.4 - Number of overs per bowler

No player shall bowl more than 6 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 being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

13.5 - Restrictions on Youth Bowlers

Restrictions apply to the number of overs which are allowed in a spell and in a days' play for young bowlers of medium pace or faster.

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Girls Under 13	4	6

Note - A player who continuously delivers a spell of spin bowling does not have to comply with the above restrictions and can, if required, bowl as much as 6 overs straight.

13.6 - Restrictions on Youth Bowlers - Forced Rest Periods

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

13.7 - Restrictions on Youth Bowlers - Change of Bowling Type

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

- a) if the bowler begins with medium pace (or faster), the bowler is subject to Playing Condition 13.5 throughout the day; and
- b) if the bowler begins with spin/slow bowling and changes to medium pace (or faster), Playing Condition 13.5 applies from the time of the change, and all overs of spin/slow bowling bowled prior to the change shall not be taken into account in the current spell.

LAW 14 - THE FOLLOW ON

Law 14 shall not apply.

LAW 15 - DECLARATION and FORFEITURE

Law 15 shall not apply.

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

LAW 16 - THE RESULT

Law 16 shall apply subject to the following:

16.1 - Determination of Winner

A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of Playing Conditions 13.2 and 13.3, unless one team has been all out 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 15 overs because:

- a) The innings of the team batting first could not commence by 2.36pm
- b) The innings of the team batting second could not commence by 4.00pm, 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.
- d) Any match in which both teams have had the opportunity to bat for the same number of overs, the team scoring the higher number of runs is the winner.
- e) 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 run rate method.

16.2 - The Target Score

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

The following guidelines are applicable to a run rate determined result:

- a) A team’s run rate is calculated by dividing its total score by its total number of overs received.
- b) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
- c) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.
- d) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the first team batting, and that team batting second passes that revised and reduced score

inside its allotted reduced number of overs, then the match is at an end despite there being overs remaining. See Examples 1 and 2 below.

Example 1 - Team A batting first scores 6/135 off 30 overs at a rate of 4.5 runs per over. Team B batting second has a rain delay and on resumption has their overs reduced from 30 to 25. The revised target score is therefore 25×4.5 which equals 112.5. The winning target score therefore must be rounded up to 113. As soon as 113 is scored the match is over and no further play is required even though there are overs not yet bowled.

Example 2 - Team A batting first is bowled out in 27 overs for 102. Because they were bowled out their total score of 102 is divided by 30 (not 27) to end up with a run rate of 3.4. Team B batting second has a rain delay and on resumption has their overs reduced from 30 to 29. The revised target score is 29×3.4 which equals 98.6. The winning target score therefore must be rounded up to 99. As soon as 99 is scored the match is over and no further play is required even though there are overs not yet bowled.

e) If the innings of the side batting second is suspended (with at least 15 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparing each team's run rate at the instant of the suspension of the match. If each team's run rate is identical the match result is a Tie, otherwise the result is a win to the team with the superior run rate.

16.3 - Competition Points

Points shall be awarded for results gained as follows:

Result	Points
Win	6
Win with run rate 1.6667 times that of the opposing team	7
Tie	3
Draw or no result	3
Loss	0

a) **Forfeits** - A match will be defined as a forfeit where a team fails or refuses to play the game. A match shall also be defined as a forfeit where the umpires award the match to the opposing side due to a refusal to play - Refer MCC Laws of Cricket, Law 16.3 (Page 45).

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

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

b) **Tied Results** - A match shall be deemed a Tie if scores are equal. The number of wickets lost by each team is not relevant in this situation.

c) **Bonus Points (i)** - In order for the team batting first to gain one bonus point, it must achieve victory with a run rate one and two thirds times that of the opposition. In order for the team batting second to gain one bonus point, victory must be achieved by the end of the 18th over (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).

d) **Bonus Points (ii)** -Where matches are shortened, and targets revised through the run rate method, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

e) **Association Championship Points** (See Appendix 6).

16.4 - Competitions - Positions

- a) In all competitions, points gained and lost in all preliminary rounds shall count towards positions in the competition table.
- b) Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher net run rate shall occupy a higher relative position.
- c) A team that is dismissed shall be deemed to have lost 10 wickets. A team is considered dismissed even if a batter is absent, ill or injured.

16.5 - Finals Series

- a) The structure of the finals series and number of teams in the finals series will be determined by Cricket NSW with consideration given to the number of teams competing in each age group competition. Associations will be advised of the structure of the finals series at the beginning of the competition once it is known how many teams are in each age group.
- b) Based on the number of Associations playing in each age group final series will be programmed by Cricket NSW to see either the top 4, 6 or 8 Associations progress from the preliminary round stage to the finals.
- c) In the event of a wash out in a Qualifying Final or a Semi Final the higher ranked team in the match shall progress to the next weekend.
- d) **Grand Finals**
 - (i) The winner of each Semi-Final shall contest the Grand Final. If the Grand Final ends in a tie the winner shall be determined by the playing of a one over "super over". If the "super over" ends in a tie Joint Premiers shall be declared. Refer to Appendix 7 in this document re the application of a "super over".
 - (ii) If the Grand Final is washed out (no result) Joint Premiers shall be declared notwithstanding Cricket NSW having the power to reschedule the Grand Final to a reserve day.
- e) **Change of Format**

Cricket NSW in its absolute discretion may change the format of the competition (including Finals Series) due to any unforeseen circumstances that might affect the ability of the competition to be conducted in its normal format.

LAW 17 - THE OVER

Law 17 shall apply, with the following additions:

17.1 Maximum Number of Balls in an Over

In all female cricket the over shall be capped at a maximum of eight (8) deliveries which includes all No Balls and Wides that maybe bowled within the over. This playing condition shall NOT apply to the scheduled final over of the innings. For this over six legal deliveries must be bowled.

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 40 metres.

19.2 - Maximum Boundary Size

The maximum boundary size for all matches shall be 50 metres.

19.3 - Setting of Boundaries

Boundaries where possible must be positioned closer to the maximum distance rather than the minimum distance as defined above. The aim shall be to provide the largest playing area, subject to no boundary exceeding 50 metres from the centre of the pitch being used.

19.4 - Setting of Boundaries – Safety Protocols

As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary cones/witches hats positioned at least three (3) metres inside the fence to define the boundary.

LAW 20 - DEAD BALL

Law 20 shall apply.

LAW 21 - NO BALL

Law 21 shall apply subject to the following:

21.1 - Free Hit after a No Ball

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

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

Field changes are not permitted for free hit deliveries unless:

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

The bowler may change their mode of delivery for the free hit delivery.

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

21.2 - Free Hit Not to Apply

In female cricket where an over is capped at 8 deliveries (see clause 17.1) if the 8th ball of an over is a No ball then the application of a free hit on the next delivery (which would be the first ball of the next over) shall NOT apply.

LAW 22 - WIDE BALL

Law 22 shall apply with the exception of the following:

Wides are called in the same way as per the Laws of Cricket and not under the strict wide interpretation that is applied in limited over or T20 matches seen in international cricket.

- a) The ball will be considered as passing wide of the striker unless it is sufficiently within the reach of the striker on both sides of the wicket, and for the striker to be able to hit it with the bat, by means of a normal cricket stroke when standing in a normal guard position.
- b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease. This subject to the application of Playing Condition 41.1.

LAW 23 - BYE and LEG BYE

Law 23 shall apply.

LAW 24 - FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 - Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field is restricted as per the Laws of the Game (Refer MCC Law 24).

LAW 25 - BATTER'S INNINGS - RUNNERS

Law 25 shall apply with the addition of:

25.1 - A batter must wear a British Standard 7928:2013 compliant helmet at all times.

25.2 - The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.3 - 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 are allowed for an injured striker in all competitions as per the laws of the game. The non allowance of runners is only applicable in first class cricket competitions.

LAW 26 - PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 - THE WICKET-KEEPER

Law 27 shall apply subject to the following:

27.1 - Protective Equipment

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

LAW 28 - THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 - Close Fielders Not Allowed

- a) No player **at any time** (with or without a helmet) in any Youth Championship match shall be permitted to field closer than ten (10) metres from the batter's position on the popping crease on a middle stump line (for example, short leg, short cover, silly point etc).
- b) Fielding positions **behind** the popping crease on either side of the wicket are exempt from Clause (a) provided they are fielding at a traditional slip, gully or leg slip position. No other fielding positions behind the wicket shall qualify for this exemption.

28.2 - Limitation of On Side fielders

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

28.3 - Fielding Restriction Circles

Fielding circles are not required in these age groups and are replaced with a fielding restriction playing condition outlined in 28.4 below. ([See Appendix 5](#))

28.4 - Mandatory Fielding Positions - "Impacted Fielders"

Fielding Restrictions exist during each innings of the game. This restriction known as "Impacted Fielders" is summarised in full at the end of this document. ([See Appendix 5](#))

28.5 - Reduced Over Matches

In circumstances when the number of overs of the batting team is reduced, the number of overs within each segment of the "Impacted Fielders" playing condition shall be pro-rated in accordance with the table listed below. The table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Segment 1	Segment 2
15	Overs 1 to 3	Overs 4 to 15
16	Overs 1 to 4	Overs 5 to 16
17	Overs 1 to 4	Overs 5 to 17
18	Overs 1 to 4	Overs 5 to 18
19	Overs 1 to 5	Overs 6 to 19
20	Overs 1 to 5	Overs 6 to 20
21	Overs 1 to 5	Overs 6 to 21
22	Overs 1 to 6	Overs 7 to 22
23	Overs 1 to 6	Overs 7 to 23
24	Overs 1 to 6	Overs 7 to 24
25	Overs 1 to 7	Overs 8 to 25
26	Overs 1 to 7	Overs 8 to 26
27	Overs 1 to 7	Overs 8 to 27
28	Overs 1 to 8	Overs 9 to 28
29	Overs 1 to 8	Overs 9 to 29
30	Overs 1 to 8	Overs 9 to 30

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 - (Law 41.6) Dangerous and Unfair (Short Pitched) Bowling

Law 41.6 applies subject to the following amendments;

- a) A bowler shall be limited to two (2) fast short pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- d) For the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batter, preventing them from being able to hit it with their bat by means of a normal cricket stroke, shall called and signalled "Wide".
- e) Fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowlers end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall issue a first warning to the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This warning 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 the second and 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. 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 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 Youth Championships Officer who shall take disciplinary action as is considered appropriate against the captain and the bowler concerned.

41.2 - (Law 41.7) - Bowling of High Full Pitched Balls

Law 41.7 regarding the process applicable to adjudicate on high full pitched deliveries shall apply in full.

41.3 - (Law 41.9) Time Wasting (Sight Screen Adjustments)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

LAW 42 - PLAYERS CONDUCT

Please see Youth Championships Code of Conduct. www.nswyouthchampionships.com.au

For further clarification please note the following information:

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

42.1 - The Competition Code of Conduct - Preamble

- a) A Code of Conduct reporting process exists where any player or person directly involved in a match, whether on or off the field, can be reported if they engage in disorderly or improper behaviour which breaches the competitions Code of Conduct.
- b) **Definition of Code** - Disorderly or improper conduct or behaviour includes, but is not restricted to, a person -
- (i) Assaulting or attempts to assault, abuses, intimidates, vilifies or bully, either orally or physically, an umpire, player, club official or spectator.
 - (ii) Disputes, dissents or argues, as distinct from questioning, an umpire's decision, or reacting in an obviously provocative manner towards an umpire.
 - (iii) Using crude or abusive language, on or off the field, including inside the confines of a dressing room, whether directed at another person or not. Also, using any form of offensive hand signals or other visual gestures.
 - (iv) Abusing personal match equipment, abusing on field equipment (eg, stumps), abusing boundary markers or venue facilities (eg, boundary fence or dressing room facilities). "Abusing" is defined as a player throwing or striking equipment to make contact with something else. This shall also apply to any actions (verbal or physical) that occur within the confines of a dressing room.
 - (v) Indulges in cheating or any sharp practice which includes appealing knowing the batsman is not out or charging towards an umpire when appealing.
 - (vi) Engages in any form of poor conduct or behaviour, on or off the field, detrimental to the spirit of the game or likely to bring the game into disrepute.
 - (vii) Refusing to supply the name of a person when requested by an umpire for the purposes of lodging a report.
 - (viii) All NSW Youth Championship matches are strictly alcohol free events. No person officiating or participating in shall consume alcohol during matches.
- c) **The Role of The Captain** - The captain of a team shall ensure that players comply with the Code of Conduct. The captain of a team breaches the Code if a player in their team engages in continuing improper conduct after the umpires have addressed the issue with the captain. The competition manager shall, if deemed appropriate, lodge a Code of Conduct breach against the captain following the receipt of a report on the conduct of a player in their side.

42.2 - The Competition Code of Conduct - Process

- a) Reporting - Umpires must report all breaches of the Code of Conduct by midday on the Monday following the completion of the match. A Reporting Form must be completed by both umpires and be submitted by email to the Youth Championships Officer as well as the Youth Pathways Umpire Appointments Officer. Such report must be included in a separate email to the one where the umpires submit the match scores report form.
- b) Process Post Report - Once a Report Form is received it will be supplied to the NSW Districts Cricket Association Code of Conduct Commissioner who shall take appropriate action which may include but is not restricted to -

(i) Taking no action.

(ii) The issue of an official caution letter.

(iii) An offer which supplies the reported person an early guilty plea suspension to avoid the need for a formal judiciary hearing, or

(iv) Referring the matter to a formal judiciary hearing.

42.3 - The Competition Code of Conduct - Spectators

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

Appendix Items appear on the following pages.

APPENDIX 1 THE SPIRIT OF CRICKET

Cricket NSW will award a perpetual trophy each season to the Association that accrues the highest average Spirit of Cricket Mark across all of its age groups.

(1) At the end of every game the umpires award a mark between 1 and 10 based on each team's performance playing the game with the true values set down within the Spirit of Cricket guidelines as detailed on page 8 of the MCC Laws of Cricket book.

(2) To score a 10, umpires have to report an incident in a game where a team did something that significantly disadvantaged their chances of winning the game – eg. calling a batter back after being incorrectly given out. Scores out of 10 are not common.

(3) A team scoring 5 or less in any match is deemed to be a poor display of spirit of cricket. These poor performances are highlighted in red on the tally of marks spreadsheet that will be circulated to all Associations. If any Association seeks feedback on poor assessments, contact the Youth Pathways Umpires Appointments Officer.

(4) A team scoring zero occurs where a player or team official is reported by the umpires for a Code of Conduct breach. These are also highlighted in red on the tally of marks spreadsheet that will be circulated to all Associations.

(5) Any team that **forfeits a match** is awarded zero for Spirit of Cricket in that match. Their opponents do not receive an assessment. See Playing Conditions 16.3 (a).

(6) Where two Associations have a joint team in a competition, both Associations individually receive the same game mark towards their overall Spirit of Cricket mark.

Spirit Of Cricket Marking Guidelines

Mark out of 10	Description of Assessment Mark Awarded
10	See description listed at paragraph (2) above.
8 or 9	Exemplary behaviour. True Spirit of Cricket and respect for opposition.
6 or 7	Mostly good, no major issues but areas for improvement.
4 or 5	Issues created, poor sportsmanship, showing animosity with opposition or umpires, or constant unnecessary sledging or banter.
1, 2 or 3	Unacceptable behaviour from players or team officials with umpires having to deal with issues and/or lodge a report.

APPENDIX 2 LATE START TABLE

OVER REDUCTIONS FOR LATE STARTS - 30 OVER CRICKET

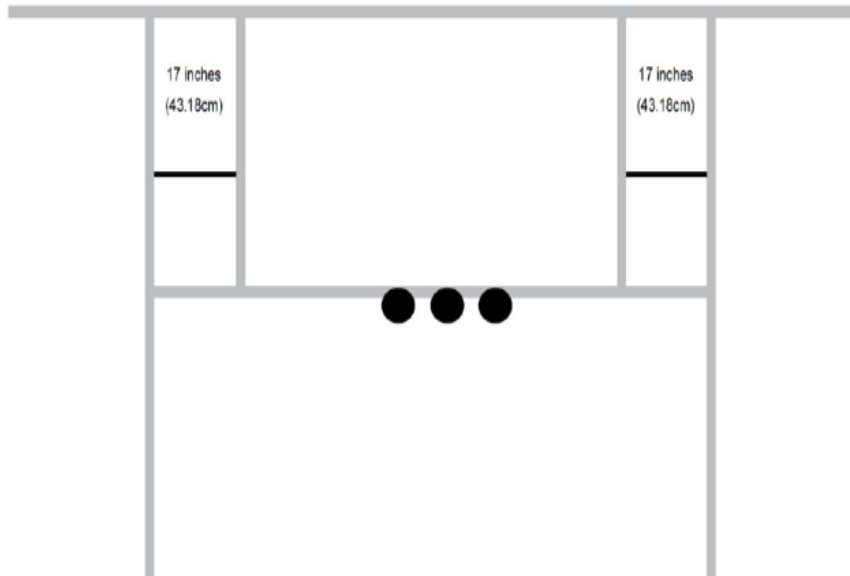
Scheduled 10.00am Start in Daylight Saving Hours

Up to 140 minutes of "make up" time before overs are lost.

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
10.00 - 12.00	40	12.40 - 2.40	120	30	0
10.30 - 12.30	40	1.10 - 3.10	120	30	0
11.00 - 1.00	40	1.40 - 3.40	120	30	0
11.30 - 1.30	40	2.10 - 4.10	120	30	0
12.00 - 2.00	40	2.40 - 4.40	120	30	0
12.20 - 2.20	40	3.00 - 5.00	120	30	0
12.28 - 2.24	40	3.04 - 5.00	116	29	8
12.36 - 2.28	40	3.08 - 5.00	112	28	16
12.44 - 2.32	40	3.12 - 5.00	108	27	24
12.52 - 2.36	40	3.16 - 5.00	104	26	32
1.00 - 2.40	40	3.20 - 5.00	100	25	40
1.08 - 2.52	25	3.17 - 5.00	104	26	32
1.16 - 2.56	25	3.21 - 5.00	100	25	40
1.24 - 3.00	25	3.25 - 5.00	96	24	48
1.32 - 3.04	25	3.29 - 5.00	92	23	56
1.40 - 3.08	25	3.33 - 5.00	88	22	64
1.48 - 3.12	25	3.37 - 5.00	84	21	72
1.56 - 3.16	25	3.41 - 5.00	80	20	80
2.04 - 3.20	25	3.45 - 5.00	76	19	88
2.12 - 3.24	25	3.49 - 5.00	72	18	96
2.20 - 3.28	25	3.53 - 5.00	68	17	104
2.28 - 3.32	25	3.57 - 5.00	64	16	112
2.36 - 3.36	25	4.00 - 5.00	60	15	120
2.37pm --->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				
Note - Some of the innings times listed above maybe out by one (1) minute due to rounding.					

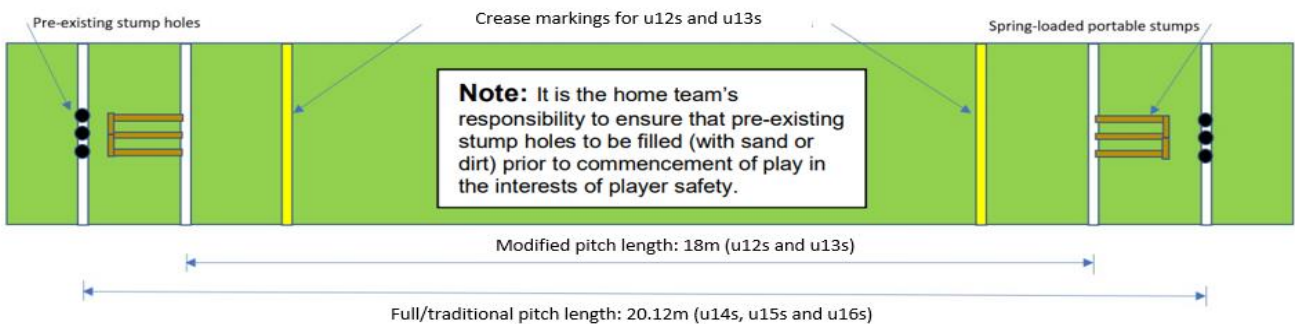
APPENDIX 3

Off Side Wide Guidelines - For Age groups Under 15 and up (Not applicable to 30 over a side cricket.)



APPENDIX 4

REDUCED PITCH SET UP FOR ALL UNDER 12 and 13 AGE GROUPS



APPENDIX 5

The official interpretation of “Impacted Players” - Playing Condition 28.4 and 28.5

30 Overs a side cricket

Segment 1 - Overs 1 to 6 – There must be 2 fielders on the boundary.

Segment 2 – Overs 7 to 30 – There must be 4 fielders in total, either on the boundary or in the slips or gully.

In Reduced Over Matches refer to the table listed at Playing Condition 28.5(b). During Segment 2 the only acceptable fielding combinations are:

4 in the slips/gully and none on the boundary

3 in the slips/gully and 1 on the boundary

2 in the slips/gully and 2 on the boundary

1 in the slips/gully and 3 on the boundary, or

none in the slips/gully and 4 on the boundary

- “On the boundary” –
At the point of delivery, fielders should be no more than four (4) metres from the boundary line/fence.
- “Slips/Gully” –
Impacted Players in these positions at point of delivery must be stationary and in a catching posture.

For all match formats - Under no circumstances shall players fielding at LEG slips and LEG gully positions be considered one of the four impact fielders.

*** Application During Segment 2**

At the point which the bowler releases the ball, the five (5) fielders who are not “impacted players” must be positioned in what would normally be considered as the inner fielding circle: 23 meters for female cricket.

APPENDIX 6

Association Championship Trophy (previously known as the Shell Shield)

All Associations will compete for an end of season trophy to establish the most successful Association across the season. Competition points will be weighted as follows -

Under 17s – Competition points earned x 6

Under 15s - Competition points earned x 5 (applies to both boys and girls competitions)

Under 14s - Competition points earned x 4

Under 13s - Competition points earned x 3 (applies to both boys and girls competitions)

Under 12s - Competition points earned x 2

Under 12 and 13 Boys - Points shall only accrue in matches conducted in division 1

It is acknowledged some Associations may be disadvantaged by not having a female team in either or both of the under 13 and under 15 female competitions. Hopefully this will provide incentive to all Associations to strive to enter a team in these competitions to give them a better chance of winning the overall Association Championship trophy. Where multiple Associations form a joint team both Associations shall be awarded the same number of points earned in a match.

APPENDIX 7

Application of a "Super Over" if a Grand Final Ends in a Tied Result

- (a) If a match is a tie, including by the run rate method, then the teams shall contest a one (1) over per side Super Over.
- (b) Subject to the fitness of ground, weather, and light, the Super Over shall commence 10 minutes after the conclusion of the match, at the same ground and using the same pitch.
- (c) The umpires shall stand at the same end as they stood during the match.
- (d) In both innings of the Super Over, the fielding side shall choose which end to bowl from.
- (e) Only nominated players in the main match may participate in the Super Over.
- (f) Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- (g) The team batting second in the match will bat first in the Super Over.
- (h) 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.
- (i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.
- (j) In the event of both teams having the same score in the Super Over, the result shall be a tie and Joint Premiers declared.
- (k) 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 and Joint Premiers declared.