

PLAYING CONDITIONS – 20 Over Cricket (T-20)

Updated 30 Aug 2023

These T20 Playing Conditions are for use exclusively for matches played within [Country Youth Championship fixtures](#).

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.

The above clause shall be waived to allow a player to participate in two T20 back to back matches on the same date. This waiver shall only apply where a player participates in two T20 back to back matches for the **same team in the same age group**.

1.3 - Eligibility to Play

Further to the Youth Championships Eligibility, 20 over cricket is conducted within the following Country Cricket Youth Championship competitions:

- * Boys Under 13 years of age as of 31 August each season
- * Boys Under 14 years of age as of 31 August each season
- * Boys Under 15 years of age 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 lighting 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 - Ages Under 14s and Up

Shall play on a full size 20.12m turf pitch as per the Laws of Cricket.

6.2 - Under 13s

Shall play on a reduced 18m turf pitch ([See Appendix 2](#)).

6.3 – 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 Under 13s playing with crease markings as defined in the diagram listed (See Appendix 2).

LAW 8 - THE WICKETS

Law 8 shall apply subject to the Match Day Operations Policy (separate document).

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

The change of innings interval is 15 minutes, computed from the end of the innings of the team batting first.

11.2 - Drinks Breaks

There will be no scheduled drinks breaks, however drinks can be given to players at the fall of wickets providing no time is wasted.

LAW 12 - START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 - Hours of Play

Match start times will be determined by Cricket NSW. It is the intention that T20 rounds can be scheduled at various times of the day. Exact starting times will be advised to all Associations as required.

All matches will be scheduled to be no longer than 205 minutes or 3 hours and 25 minutes in duration. This is based on each innings lasting no more than 80 minutes plus a 15 minute change of innings plus an additional 30 minutes of "make up" time for delayed starts or weather delays (where required).

12.2 - Rescheduling of Match Times

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

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

(a) **Extra "Make Up" Time** - A total of 30 minutes of extra time per match 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)** - Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 30 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 30 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.

12.4 - Starting Early

For matches with a scheduled start time that is after midday, the match may commence early if both captains and umpires are ready and prepared to begin. Under these circumstances the additional 30 minutes of make-up time as described in Playing Condition 12.3 shall NOT be extended.

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted Match

a) Each team shall bat for 20 (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 (80 minutes), play shall continue until the required number of overs has been bowled.

c) Where the first innings goes over 80 minutes in duration the 15 minute innings break may be reduced to no less than 10 minutes at the discretion of the appointed umpires.

d) If the team fielding second fails to bowl its quota of overs in less than 80 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 one over each four minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting). Law 41.9 can only be utilised during an innings and not after the innings is 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 5 overs each team to constitute a match.) The calculation of the number of overs to be bowled shall be based on

an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.

b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

d) If an over recalculation comes up with a figure including a fraction then the calculation shall be rounded up to the nearest over.

13.3 Delay or Interruption to the Game – Calculating Over Reductions

a) No overs shall be lost until 30 minutes of playing time has been lost. Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 30 minutes described above before overs are reduced. (Refer 12.3 above)

b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows:

- (i) Upon resumption of play umpires are to establish the re-scheduled finish time and calculate the number of minutes remaining to that time 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 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 5 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 4 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 applying to young bowlers of medium pace or faster in T20 matches are not required due to the shortened nature of T20 Cricket with all bowlers restricted to no more than 4 overs per match.

Cricket NSW reserves the right to impose additional bowling restrictions as it seems fit particularly on multiple day carnivals where two T20 matches are played on the same day.

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 5 overs, subject to the provisions of Playing Conditions 13.2 and 13.3, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. A match shall be a "draw" if both teams have not had the opportunity to bat for a minimum 5 overs because:

- a) The innings of the team batting first could not commence within 55 minutes of the scheduled or re-scheduled time for the end of the match which would allow 5 overs each (40 mins of playing time) plus 15 minutes for the change of innings.
- b) The innings of the team batting second could not commence within 20 minutes of the scheduled or re-scheduled time for the end of the match which would allow 5 overs (20 mins of playing time).
- c) The innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its commencement.
- d) In 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) In any match in which both teams have had the opportunity to bat for a minimum of 5 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 5 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. For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.

b) 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.

c) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, 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 to go. See Examples 1 and 2 below.

Example 1 - Team A batting first scores 6/90 off 20 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 20 to 15. The revised target score is therefore 15×4.5 which equals 67.5. The winning target score therefore must be rounded up to 68. As soon as 68 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 15 overs for 68. Because they were bowled out their total score of 68 is divided by 20 (not 15) 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 20 to 14. The revised target score is therefore 14×3.4 which equals 47.6. The target score therefore must be rounded up to 48. As soon as 48 is scored the match is over and no further play is required even though there are overs not yet bowled.

d) If the innings of the side batting second is suspended (with at least 5 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparing each teams 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 - Tied Scores

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. If a match is a tie the teams shall share the points as per the table listed below in Clause 16.4. The playing of a "Super Over" is not applicable in T20 matches played in this competition.

16.4 - Competition Points

Points shall be awarded for results gained as follows:

Result	Points
Win	3
Tie	1.5
Draw or no result	1
Loss	0
Bye	Max Points

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, three (3) competition points shall be deducted. Where a team wins by forfeit, three (3) competition points shall be awarded.

b) Bye -

Where a team has a Bye in any particular round that team shall receive the maximum number of points earned by another team in that same round.

16.5 - Competition Ladder Positions

- a) In all competitions, points gained and lost in all preliminary rounds shall count towards positions in the competition table.
- b) All Country competition winners will be determined via ladder points (see **16.6.**)
- c) Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds the team with the higher net run rate shall occupy a higher relative position.
- d) 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.

16.6 - Finals Series

Country Youth Championships do not have finals series. Winners will be the team with the highest number of competition points at the end of the preliminary rounds subject to Clause 16.5(c) above.

16.7 - Change of Format

Cricket NSW in its absolute discretion may change the format of the competition 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.

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 55 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 55 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.

LAW 22 - WIDE BALL

Law 22 shall apply with the exception of the following:

22.1 - Applies to Under 13s

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, for them 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.

22.2 - Applies to Under 14s and Under 15s

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

a) A delivery passing the striker on the off side outside the Off Side Wide Guideline (75cm from the outside of off stump (see Appendix 1), shall be a Wide, provided they maintain a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether they have brought the ball within reach.

c) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

i) the ball passes between the striker and the stumps.

ii) the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

iii) the striker is attempting to play or has aborted an attempted switch hit or reverse sweep. In this scenario a delivery passing the striker outside the offside Wide Guideline on the leg side shall be a wide.

d) 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) Fielders positions **behind** the popping crease on either side of the wicket are exempt from Clause (a) above.

28.2 - Limitation of On Side fielders

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

28.3 - Fielding Restriction Circles

(a) Under 14s and Under 15s

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at approximately 5 yard (4.57 metres) intervals.

(b) Under 13s

Fielding circles are not required in these age groups and are replaced with a fielding restriction playing condition outlined in 28.4(b) below ([see Appendix 3](#)).

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

(a) Under 14s and Under 15s

Two periods of play shall occur during each innings. These are known as Powerplays.

Powerplay 1 - No more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive.

Powerplay 2 - No more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

Powerplay Breaches - For any infringement of fielding conditions during any of the Powerplays, either umpire shall call and signal "No Ball".

(b) Under 13s

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 rear of this document ([See Appendix 3](#)).

28.5 - Reduced Over Matches

(a) Under 14s and Under 15s

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

Innings Duration	Powerplay 1	Powerplay 2
5	1 to 2	3 to 5
6	1 to 2	3 to 6
7	1 to 2	3 to 7
8	1 to 2	3 to 8
9	1 to 3	4 to 9
10	1 to 3	4 to 10
11	1 to 3	4 to 11
12	1 to 4	5 to 12
13	1 to 4	5 to 13
14	1 to 4	5 to 14
15	1 to 5	6 to 15
16	1 to 5	6 to 16
17	1 to 5	6 to 17
18	1 to 6	7 to 18
19	1 to 6	7 to 19
20	1 to 6	7 to 20

(b) Under 13s

When the number of batting team overs are 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
5	1 to 2	3 to 5
6	1 to 2	3 to 6
7	1 to 2	3 to 7
8	1 to 2	3 to 8
9	1 to 3	4 to 9
10	1 to 3	4 to 10
11	1 to 3	4 to 11
12	1 to 4	5 to 12
13	1 to 4	5 to 13
14	1 to 4	5 to 14
15	1 to 5	6 to 15
16	1 to 5	6 to 16
17	1 to 5	6 to 17
18	1 to 6	7 to 18
19	1 to 6	7 to 19
20	1 to 6	7 to 20

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 ONE (1) 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 be called and signalled "Wide".
- e) Fast short pitched delivery that is called a Wide under this playing condition shall also count as the one (1) allowable short pitched delivery in that over.
- f) In the event of a bowler bowling more than one 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 second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall issue a 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 one fast short pitched delivery 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 competition manager 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 refer to 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 competition 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.

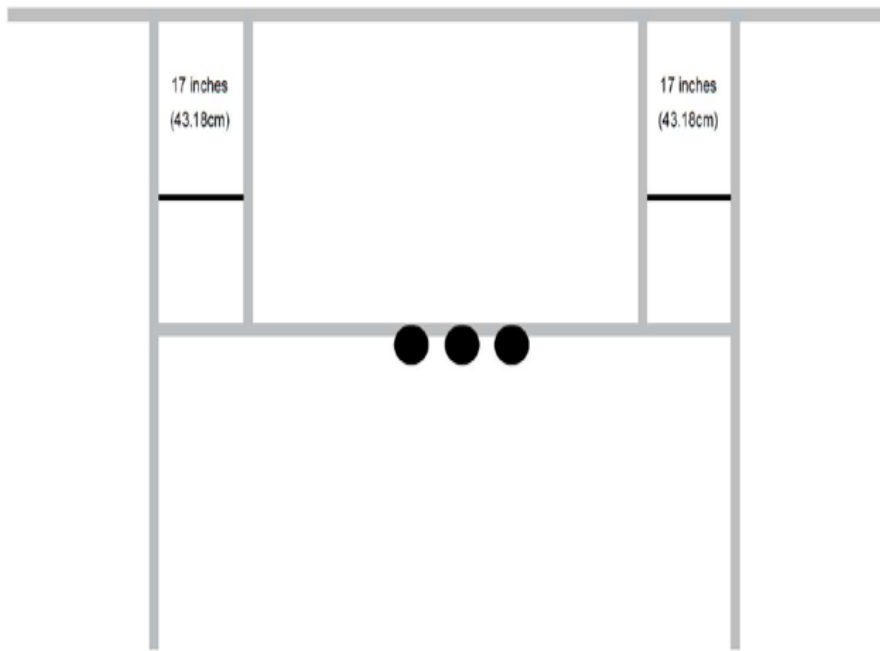
42.2 - The Competition Code of Conduct - Process

- a) Reporting processes at Country Youth Championships (carnivals only) will require submission of the report, the same day of its occurrence, to the Carnival Referee. The matter will be dealt with by the Carnival Referee on the same day.
- b) 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 Umpires Appointments Officer. Such report must be included in a separate email to the one where the umpires submit the match scores report form.
- c) Process Post Report - Once a Report Form report is received it will be supplied to the NSW Districts Cricket Association Code of Conduct Commissioner who shall take appropriate action which may include but is not restricted to -
- (i) Taking no action.
 - (ii) The issue of an official caution letter.
 - (iii) An offer which supplies the reported person an early guilty plea suspension to avoid the need for a formal judiciary hearing, or
 - (iv) Referring the matter to a formal judiciary hearing.

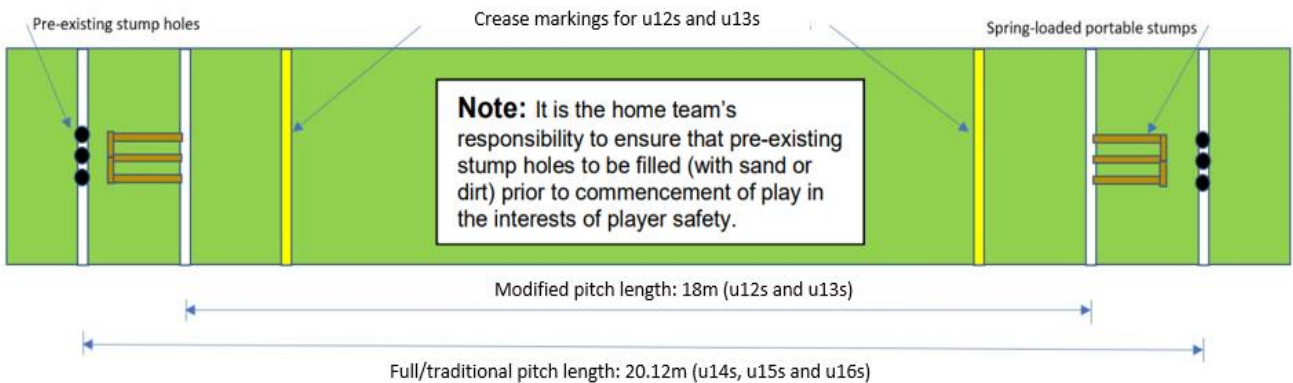
42.3 - The Competition Code of Conduct - Spectators

Any person reported who has no official capacity with the team in question (eg, the parents of players acting solely as spectators) shall see 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 1
WIDE GUIDELINES FOR T20 MATCHES
(Does *NOT* apply to Under 13 age group)



APPENDIX 2
REDUCED PITCH SET UP FOR ALL UNDER 13 AGE GROUPS



Note - Country based matches on reduced 18m pitches can be played on turf pitches with regular stumps in lieu of spring back stumps.

APPENDIX 3

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

20 Overs a side cricket (Only Applies to Under 13)

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

Segment 2 – Overs 7 to 20 – 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 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**

The point at 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 which is 27.43 meters for male cricket or 23 meters for female cricket.