

## **CWW – LIMITED OVERS MATCHES - 50 OVERS PER SIDE**

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

### **LAW 1 - THE PLAYERS**

Law 1 shall apply subject to the following:

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

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

Any junior player selected to play in a senior competition match must be a registered member of that club and have attained the age of 13 years as at the date of the match.

#### **1.2 Zero Alcohol Policy**

CWW matches are alcohol free events and Wagga Wagga Council grounds are alcohol and smoke free zones.

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

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

### **LAW 2 – THE UMPIRES**

Law 2 shall apply subject to the following:

#### **2.1 Fitness of Ground/Pitch, Weather, and Light**

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

b. When adverse weather delays the start of a match, no game shall commence after 3:20pm on match day.

#### **2.2 Lightning**

Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.

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

### 2.3 Injury to Umpire

Where an injury or illness occurs to one of the appointed Umpires and they must leave the field for treatment and cannot resume, the other Umpire shall officiate at the bowler's end and a competent person shall be appointed by the Umpire to stand at the striker's end and carry out the Square Leg Umpire's duties. A full replacement Umpire will be sought for any remaining full day's play.

Where an injury occurs to the solely appointed Umpire and they must leave the field for treatment and cannot resume, a competent person shall be agreed to by both Captains to officiate at the bowler's end and carry out the Central Umpire's duties. A full replacement Umpire will be sought for any remaining full day's play.

## **LAW 3 THE SCORERS**

Law 3 shall apply, subject to the following;

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

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

Scorers are to ensure access to DLS is available / accessible prior to and during the match.

b) In relation to the First (1st) Grade Competition, each side is to provide at least one scorer. In the event a team does not provide a scorer, the club shall be fined \$50.00.

## **LAW 4 THE BALL**

Law 4 shall apply subject to the following:

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

4.2 A four-piece white leather Kookaburra Regulation 156grm ball is to be used in all first grade / 50 over one-day games on turf wickets.

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

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

## **LAW 5 THE BAT**

Law 5 shall apply.

## **LAW 6 THE PITCH**

Law 6 shall apply.

## **LAW 7 THE CREASES**

Law 7 shall apply. See Appendix 1.

## **LAW 8 THE WICKETS**

Law 8 shall apply.

## **LAW 9 PREPARATION and MAINTENANCE OF THE PLAYING AREA**

Law 9 shall apply.

## **LAW 10 COVERING THE PITCH**

Law 10 shall apply subject to the following;

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

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

10.2 - Preliminary rounds

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

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

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

10.3 - Removal of covers

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

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

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

#### 10.4 – Finals

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

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

#### 10.5 - Penalty

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

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

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

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

### **LAW 11 INTERVALS**

Law 11 shall apply subject to the following:

11.1 The change of innings interval is 30 minutes, computed from the end of the innings of the team batting first.

11.2 Where the innings of the team batting first ends in 25 overs or less, the length of the interval is reduced to 10 minutes. The game is then played to completion with no further intervals other than drinks breaks.

#### 11.3 Drinks Breaks

a) Two drinks intervals per innings shall be permitted with the first at the end of 17 overs and the second at the end of 34 overs.

b) If an innings is reduced to a total of 41 to 49 overs in duration the timing of each drinks break shall be pro-rated so that the number of overs between each break is as close to even as possible.

c) Where an innings is reduced to 40 overs or less only one drinks break shall be taken at the halfway point of the innings notwithstanding that no drinks break shall be scheduled at all if the match is reduced to less than 25 overs.

d) If a wicket falls during the over which a drinks break is scheduled at the end of that over then the break shall be taken immediately.

e) Under conditions of extreme heat the umpires may permit extra intervals for drinks.

f) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.

Any player taking drinks onto the field shall be dressed in appropriate cricket attire.

## **LAW 12 START OF PLAY AND CESSATION OF PLAY**

Law 12 shall apply subject to the following:

### **12.1 Hours of play (day matches)**

1st Session	11:00am to 2:15pm
Innings Interval	2:15pm to 2:45pm
2nd Session	2:45pm to 6:00pm

12.2 Matches will consist of 2 sessions of play, each of 195 minutes duration.

Day/Night matches will also consist of 2 sessions of play, each of 195 minutes duration with intervals equal to those set for day matches.

Actual playing times shall be approved by the Competition Executive.

12.3 The Competition Executive reserves the right to amend the start and finish times of all matches.

## **LAW 13 INNINGS**

Law 13 shall apply subject to the following:

### **13.1 The Toss**

Physical team sheets shall be used and be available for perusal at the toss. Prior to the toss each captain shall show the opposing captain and the umpires the team sheet for their team.

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

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

### **13.2 Uninterrupted match**

a) Each team shall bat for 50 (six-ball) overs unless all out earlier.

It is the responsibility of the fielding Captain to ensure that the over rate average of 16 overs per hour is upheld, with the following exceptions;

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

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (195 minutes), play shall continue until the required number of overs has been bowled.

c) Where the first innings goes over 195 minutes in duration the 30 minute innings break shall be reduced to no less than 10 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 195 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

e) Teams unable to maintain the required average over rate of 16 overs per hour shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting), as well as the following penalties which can be applied at the discretion of the Umpires;

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

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

- For the team bowling first, for each over the team fails to commence past the deadline time, they shall lose the total number of overs from their batting innings
- For the team bowling second, for each over the team fails to bowl past the deadline time, the batting team shall be awarded seven (7) runs per over for each over remaining

### 13.3 Delayed or interrupted matches

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 20 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 16 overs per hour (or one over for each 3.75 minutes) in the total time available for play.

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

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

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

e) In the event of a delayed start or interrupted match, innings intervals are to be reduced as follows;

Actual Playing Time Lost	Interval
61 – 120 minutes	20 minutes
121 minutes or more	10 minutes

f) Whilst all avenues and attempts are to be made to play any match, in the event or likelihood of significant weather or other delays or interruptions to a match, both captains, in consultation with the Umpires, may agree to abandon the match as draw earlier than the prescribed time as set in 2.1.b and 16.1.a.

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

a) No overs shall be lost until 30 minutes of playing time has been lost (Refer To Playing Condition 12.1 and Appendix 3). Further to this, 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 form part of the 30 minutes described above before overs are reduced.

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

ii) Using the total number of playing minutes that remain to the re-scheduled finish time that number shall be divided by 3.75 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 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

#### 13.5 Number of overs per bowler

No bowler shall bowl more than 10 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

### 13.6 Restrictions on youth bowlers

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

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

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

#### Length of Spells

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

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

#### Rest Periods

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

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

#### Change of Bowling Type

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

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

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



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

#### **LAW 14 THE FOLLOW ON**

Law 14 shall not apply.

#### **LAW 15 DECLARATION and FORFEITURE**

Law 15 shall not apply.

#### **LAW 16 THE RESULT**

Law 16 shall apply subject to the following:

##### **16.1 Determination of Winner**

A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of clause 13, unless one team has been dismissed in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A match shall be a “draw” if both teams have not had the opportunity to bat for a minimum of 20 overs because:

- a) The innings of the team batting first could not commence by 3:20 pm daylight saving time
- b) The innings of the team batting second could not commence by 4:45 pm daylight saving time or,
- c) The innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its commencement.

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

- d) The team scoring the higher number of runs is the winner.
- e) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth/Lewis/Stern (DLS) method.

##### **16.2 Target Score**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 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 current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended (with at least 20 overs completed) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension of the innings by the DLS method.

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

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

### 16.3 Competition Points

Points shall be awarded for results gained, as follows;

Result	Points
Win	4
Tie	2
Draw or no result	2
Loss	0

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

### 16.4 Premiership Finals

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

Major Semi-final - Ladder position 1 shall play Ladder position 2 with the winner to progress to the Grand Final and the loser to progress to the Preliminary Final.

Minor Semi-final - Ladder position 3 shall play Ladder position 4 with the winner to progress to the Preliminary Final and the loser to be eliminated.

b. The Preliminary Final will be between the loser of Major Semi-final and the winner of Minor Semi-final.

c. The Grand Final will be played between the winner of the Major Semi-final and the winner of the Preliminary Final.

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

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

## **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 50 metres

### **19.2 Maximum Boundary Size**

The maximum boundary size for all matches shall be 70 metres

### **19.3 Setting of Boundaries**

Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above.

### **19.4 Setting of Boundaries – Safety Protocols**

As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary flags / cones / witch's hats positioned at least 2.5 metres inside the fence or away from any other fixed object to define the boundary.

## **LAW 20 DEAD BALL**

Law 20 shall apply.

## **LAW 21 NO BALL**

Law 21 shall apply subject to the following:

### **21.1 Free hit after a No ball**

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

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

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

- a) There is a change of striker (the provisions of 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.

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

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

## **LAW 22 WIDE BALL**

Law 22 shall apply subject to the following:

### **22.1 Judging a Wide**

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

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

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

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

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

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

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

22.1.5.1 the ball passes between the striker and the stumps.

22.1.5.2 the striker 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.

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

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

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

## **LAW 23 BYE and LEG BYE**

Law 23 shall apply.

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

Law 24 shall apply, subject to the following;

As agreed by the Umpire and Captains of both teams, there shall be no maximum to the number of players which may be replaced due to injury sustained during the match.

## **LAW 25 BATTER'S INNINGS**

Law 25 shall apply with the addition of:

### **25.1 - Over Age players**

A batter is strongly recommended to wear a helmet while batting against fast or medium paced bowling. The helmet is defined as a British Standard (BS7928:2013) helmet. The umpires shall determine if the bowling is fast or medium pace.

A batter may call for a helmet to be brought out to him at any time. He must then wear or carry it personally all the time while play is in progress or can have it taken off the field at the fall of a wicket, or at the end of an over, or at any drink's interval.

In all cases, no actions involving helmets are to waste playing time, and Umpires are not to hold helmets.

A batter may only change other items of protective equipment (e.g. batting gloves, etc.) provided that there is no waste of playing time, and this shall be managed by the umpires utilising the provisions of Law 41.10 (Batter Wasting Time).

Penalties can be applied and the Umpire is not obliged to give a warning.

Offences under this playing condition can fall under the player misconduct code and can be dealt with as per the Laws, or the umpire/s may inform the offending team and bowler/s post the match of a report being put to the Competition Executive who may issue a warning, in writing, for the first offence to the player and captain. For a repeat offence, the player and Captain will be suspended for one match that will apply to the next senior match.

### **25.2 - Under Age players**

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

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

The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

### **25.4 Runners**

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

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

### **25.5 Injury to batter**

An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as “Retired – not out” and the innings shall be deemed closed.

Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of 5 minutes will be allowed in order for the batter to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batter is unable to resume after the 5 minutes. If the batter is unable to resume after the 5 minutes or after the early interval, he shall be recorded in the scorebooks as “Retired – not out”, as described above.

An injury ascribed above shall be defined as due to an external blow, not a soft tissue injury.

## **LAW 26 PRACTICE ON THE FIELD**

Law 26 shall apply.

## **LAW 27 THE WICKET-KEEPER**

Law 27 shall apply subject to the following:

### **27.1 Protective Equipment**

At all times, when wicket keeping up to the stumps, a wicket-keeper shall wear a protector as well as a compliant helmet (as described in 25.1 above) fitted with a grille.

## **LAW 28 THE FIELDER**

Law 28 shall apply with the addition of the following:

### **28.1 Helmets**

The wearing of helmets whilst wicket keeping over the stumps or fielding within 7 metres of from the batter’s position on the popping crease on a middle stump line (for example, short leg or silly point), with the exception of any fielding position behind the popping crease (on both the off and on sides) is compulsory.

### **28.2 Limitation of On Side fielders**

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

### **28.3.1 Restrictions on the Placement of Fielders**

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

### **28.3.2 Restrictions on the Placement of Fielders - At the Instant of Delivery**

a) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive (or as varied via an interrupted match).

b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive (or as varied via an interrupted match).

c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive (or as varied via an interrupted match).

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

#### 28.4 Players Equipment/Apparel

The changing of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time.

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

#### 28.5 Wicketkeeper/Fielder's Helmet

Law 28.3 shall apply.

#### 28.6 Powerplays – Reduced Overs

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

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

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	13	5
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	16	6
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	19	7
34	7	20	7
35	7	21	7

36	7	22	7
37	8	22	7
38	8	22	8
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	25	9
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	28	9
49	10	29	10

#### **LAW 29 THE WICKET IS BROKEN**

Law 29 shall apply.

#### **LAW 30 BATTER OUT OF THEIR GROUND**

Law 30 shall apply.

#### **LAW 31 APPEALS**

Law 31 shall apply.

#### **LAW 32 BOWLED**

Law 32 shall apply.

#### **LAW 33 CAUGHT**

Law 33 shall apply.

#### **LAW 34 HIT THE BALL TWICE**

Law 34 shall apply.

#### **LAW 35 HIT WICKET**

Law 35 shall apply.



**LAW 36 LEG BEFORE WICKET**

Law 36 shall apply.

**LAW 37 OBSTRUCTING THE FIELD**

Law 37 shall apply.

**LAW 38 RUN OUT**

Law 38 shall apply.

**LAW 39 STUMPED**

Law 39 shall apply.

**LAW 40 TIMED OUT**

Law 40 shall apply.

**LAW 41 UNFAIR PLAY**

Law 41 shall apply subject to the following:

**41.1 Dangerous and Unfair Bowling**

Law 41.6 applies subject to the following amendments;

- a) A bowler shall be limited to two (2) fast short-pitched deliveries per over.
- b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batter, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall call and signal "Wide".
- e) For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short-pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No ball on each

occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

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

h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his final warning for the innings.

i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forth with. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j) The bowler thus taken off shall not be allowed to bowl again in that innings.

k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

l) The umpires will then report the matter to the Competition Executive who shall take such action as is considered appropriate against the captain and the bowler concerned.

#### 41.2 Bowling of High Full Pitched Balls

Law 41.7 applies with the following additional information

a) As a guide, an official warning should only be given against a bowler for a high full toss delivery if the umpire answers YES to each of these questions –

(i) Was the ball delivered full pitch above the waist of the striker.

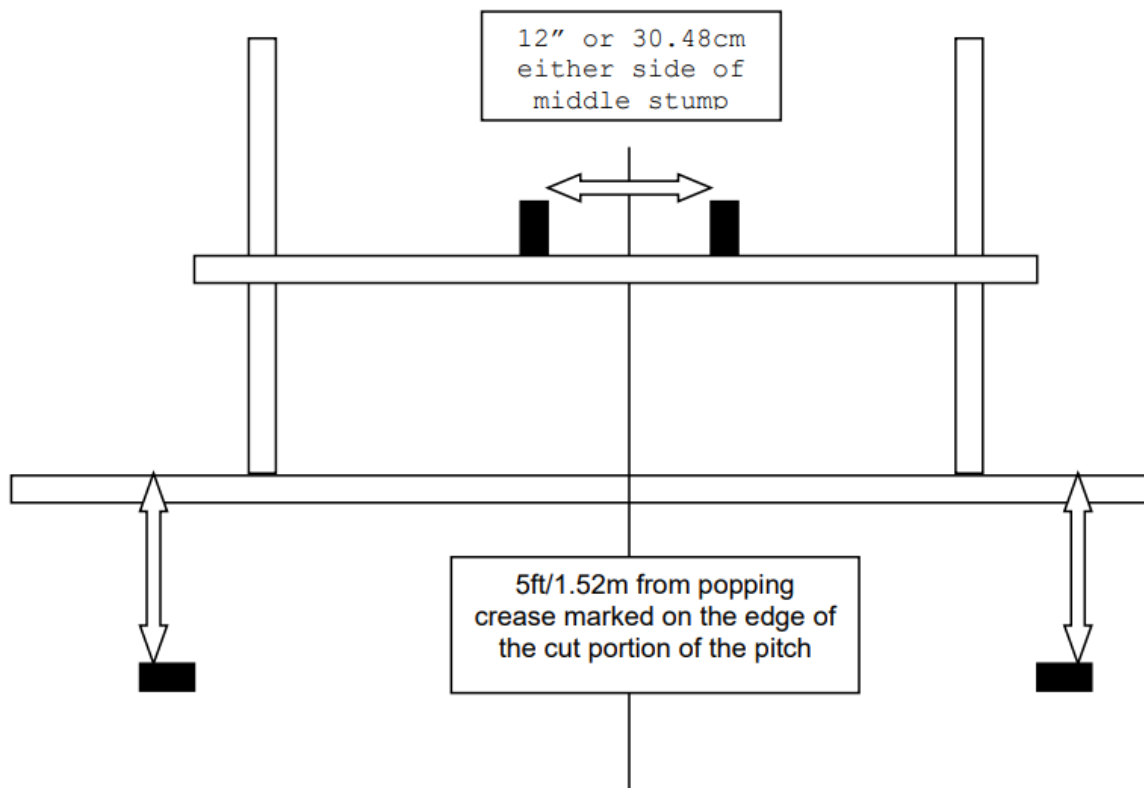
(ii) Was the delivered ball directed at the body of the striker.

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

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

## LAW 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

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

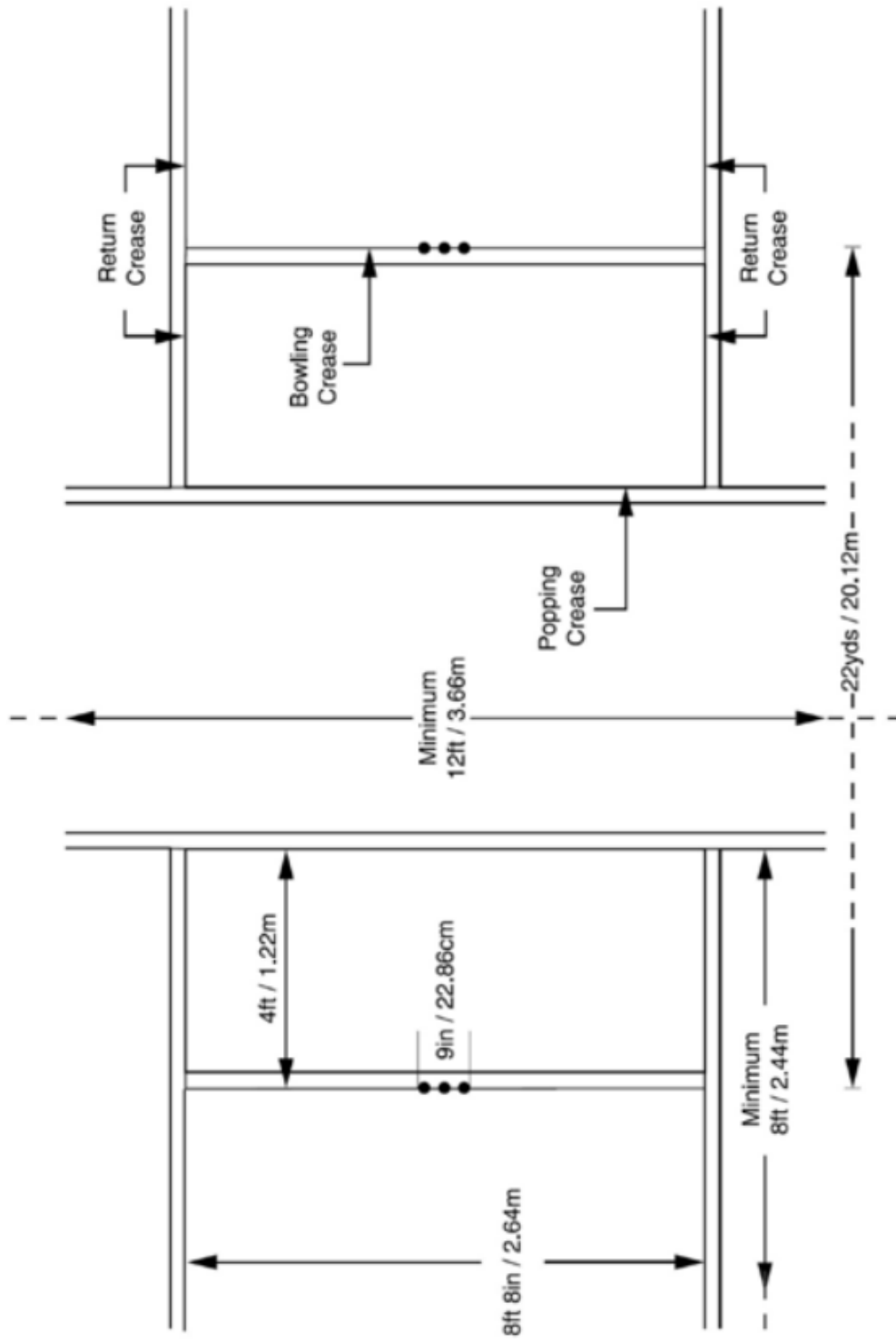


## LAW 42 PLAYERS CONDUCT

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

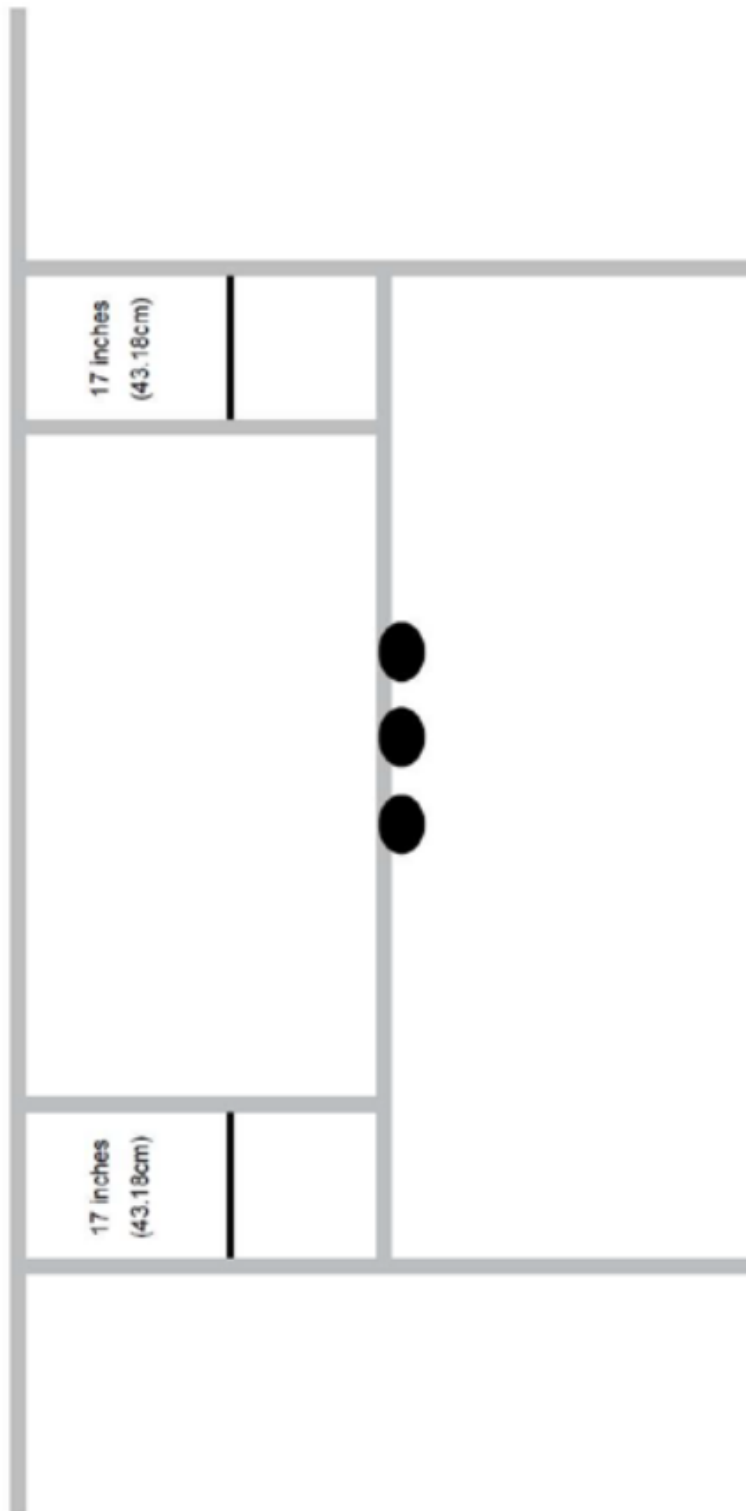
## APPENDIX 1

### The creases (Clause 7.1)



## APPENDIX 2

### Off Side Wide Guidelines



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

For time lost PRIOR to play, reduce the innings by 1 over per team for each 7.5 minutes lost (after expiry of the initial 30 minute lost play allowance).

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

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
38	1	98	9	158	17	218	25
45	2	105	10	165	18	225	26
53	3	113	11	173	19	233	27
60	4	120	12	180	20	240	28
68	5	128	13	188	21	248	29
75	6	135	14	195	22	255	30
83	7	143	15	203	23		
90	8	150	16	210	24		

Time lost DURING THE INNINGS OF THE TEAM BATTING SECOND, reduce the innings by 1 over for each 3.75 minutes lost (after expiry of the initial 30 minute lost play allowance).

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
34	1	64	9	94	17	124	25
38	2	68	10	98	18	128	26
41	3	71	11	101	19	131	27
45	4	75	12	105	20	135	28
49	5	79	13	109	21	139	29
53	6	83	14	113	22	143	30
56	7	86	15	116	23		
60	8	90	16	120	24		