Sixers Cricket League – CHDCA 35 Over Playing Conditions Summary

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 4th edition 2026 shall apply.

Preamble – Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Version	Date	Details
1.0	30 September 2024	Final
1.1	28 October 2024	Formatting
1.2	30 September 2025	Results within 48 hours of completion of match
1.3	30 September 2026	MCC Laws 4th Edition 2026

General Information

A team shall consist of up to 13 players.

- Must have 7 players at the ground within 15 minutes of commencement, otherwise forfeit.
- Any junior playing seniors must be 13
- Teams entered on Play HQ
- All players under 19, 18, 17, 16, 15 or 14 years of age must be identified
- The wearing of helmets for underage players 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.

In the absence of official umpires, where the captains are in disagreement over the fitness of the ground, weather and light for play, the status of the match at the time of the disagreement is to continue until such time as mutual agreement is achieved, or the scheduled finishing time for the match is reached or the minimum quota of overs has been attained, whichever is the latest.

Cricket Ball Requirement: 2-piece Kookaburra Practice 156grm or ball of better quality for synthetic pitches.

E-Scoring

The home team is responsible to have a device available and fully charged to E-score and the away team must supply a scorebook. Full scores / match details are to be lodged by the home team into PlayHQ no later than 48 hours after the completion of the match or lose 2 points.

Policies, Procedures, and Timings

The afternoon tea interval is 15 minutes, at approximately 3:20pm.

A drinks break, not exceeding 5 minutes will be taken at the halfway mark of each session

When adverse weather delays the start of a match, no game shall commence after 4:30pm

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.

Cricket NSW Heat Policy is to be adhered to.

The scheduled playing time is from 1pm to 6pm but games can commence at 130pm if agreed to by both Captains prior to the match and need to notify the Umpire if one is appointed.

Each team shall bat for 35 overs (six-ball) unless out earlier.

Play shall be extended beyond the scheduled finishing time for up to 30 minutes to compensate for loss of playing time due to rain or bad light providing light permits.

The object should be to rearrange the number of overs so both teams have the opportunity of batting for the same number of overs (minimum of 15 Overs each Team). The match shall be abandoned if no play is possible before 4.30pm.

Batting, bowling & fielding

An over age player is deemed retired out when they reach 40 runs. If the batter is on 39 runs and hits more than one run, those runs are counted towards the total. The retired batter is not able to bat again once the rest of the team has been dismissed.

An overage player is restricted to taking no more than 3 wickets before being removed from the attack. The bowler will complete the over and any further wickets taken will count.

Discretion should be used in calling a wide in 4th Grade. If the player is not able to reach the ball while standing in original stance, the ball should be deemed a wide.

Length of Spells (not spin)

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

No ball - Any ball which has pitched:

a) on the side edge of the concrete or,
b) on the grass protruding from the side edge of the concrete or,
c) on the grass to the side of the pitch

Shall be called a No ball. In each instance above, Dead Ball shall also be called.

Any delivery hitting a transverse join in the synthetic grass or any damaged part of the pitch, shall be called Dead Ball and be re-bowled.

A bowler shall be limited to two (2) fast short-pitched deliveries per over (passed above the shoulder height of the striker standing upright at the crease). A ball that passes clearly above head height of the batter, shall call and signal "Wide".

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 –

- Was the ball delivered full pitch above the waist of the striker.
- Was the delivered ball directed at the body of the striker.
- 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 injury.

First and final warning. If repeat then bowler is taken out of attack and not able to return.

At all times, an underage player (17 and under) when wicket keeping up to the stumps, a wicket-keeper shall wear a protector as well as a compliant helmet fitted with a grille. Boundary markers must be placed a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing, 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.