Sixers Cricket League – CHDCA Two-day Playing Conditions

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 Control

Version	Date	Amendment
1.0	26 September 2024	Draft
1.1	1 October 2024	Final
1.2	4 October 2024	1.3.4 – Specify 31 August of the year that season commences.
1.3	15 October 2024	1.2.1.2 Players must be nominated against the player they are to replace, on the team sheet at the beginning of the day's play (ie Day 2) instead of before the toss.
2.0	1 September 2025	Changes highlighted for club review.
2.1	30 September 2025	Final after Subcommittee Review
2.2	30 September 2026	Law 16.3.9 – First team to qualify for Grand Final if game is washed out/abandoned, shall be the winner. MCC Laws updated 4th Edition 2026

LAW 1 – THE PLAYERS

Law 1 shall apply subject to the following:

1.1 Number of players

1.1.1 A team shall consist of up to 12 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.

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

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

1.2 Nomination and replacement of players

1.2.1 In the event of a player being unavailable for either day of the match, teams can nominate a "replacement player".

1.2.1.1 Capped to a maximum of three (3) replacement players per match.

1.2.1.2 Players must be nominated against the player they are to replace, on the team sheet at the beginning of the day's play (ie Day 2).

1.2.1.3 The replacement player/s may play a full role on their allotted day of the match.

1.2.1.4 They may not bat if the player they are replacing has been dismissed, but can continue the batting innings of that player, starting their own innings and runs.

1.2.1.5 "Replacement players" are separate to substitutes due to "representative duties"

1.2.1.6 In the event of a player being selected for 'representative duties' the player's club may nominate a substitute.

1.2.1.7 The substitute player must be nominated at the time the teams are declared unless selection for the 'representative duties' become known later. In this case substitutes carry on the full role of the 'selected' player, including completion of innings, overs, and the like. However, any batting or bowling by the substitute player are recorded against that substitute player and not the player they are playing for.

1.3 Captain

1.3.1 Each captain, before tossing, must hand the other captain a list of up to 12 players and no alteration may be made without the consent of the opposing captain. If a captain is unavailable at that time, a deputy shall nominate the players and toss for choice of innings. Team lists are retained by the umpire.

1.3.2 Where a team includes a replacement player under Playing Condition 1.2, that player is also to be nominated on the team list.

1.3.3 Where a replacement player is approved for the second scheduled day after the first day's play has taken place, a new team list must be provided before the commencement of play on the second day.

1.3.4 The team list must identify all players under 19, 18, 17, 16, 15 or 14 years of age as at 31 August of the year that the season commences.

1.3.5 Where no play was possible after the toss has been taken on the first day of a match, the second day becomes a one-day match and a new team sheet is required.

1.3.6 Should there be no appointed umpire(s) present, each captain shall retain the opposing team's list until the end of the season.

1.3.7 Umpires and captains meet within 20 minutes of conclusion of the match to informally discuss important matters arising from the match. This does not include finals. Matter for

discussion may include umpiring and captaincy performances, specific umpiring decisions, player behaviour, on and off field behaviour. Comments regarding umpiring and captaincy performances should be balanced and constructive. The meeting should last no longer than 15 minutes.

1.4 Use of Ineligible Player

1.4.1 Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 1.1 and 1.2:

1.4.2 The team concerned will be regarded as having lost the match or matches in which such player participated and may forfeit any points gained.

1.4.3 The opposing team will receive up to a maximum of 10 points.

1.4.4 Where the team concerned gained no points from the match, 6 points will be deducted.

LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Unless the Competition Coordinator 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 or in the absence of umpires, by the Captains.

2.2.1 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.

LAW 3 – THE SCORERS

Law 3 shall apply with addition of the following:

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

3.2 The home team is responsible to have a device available and fully charged to E-score and the away team must supply a scorebook.

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

3.4 Where a match is scored manually via scorebooks only;

3.4.1 Scorebooks are to be fully completed (including all batting, bowling and fielding statistics)

3.4.2 The scores and result are to be confirmed and agreed by both captains and the umpire (where one is appointed) before leaving the ground.

3.4.3 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.

3.4.4 In the event scores are not fully completed and lodged into PlayHQ by the cutoff time, the team shall be deducted 2 points

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 and shall be a quality 4-piece Kookaburra Senator 156grm or ball of better quality. 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.

9.1 For each day of each match, the playing area must always be prepared to the best-possible standard.

9.2 Match played on consecutive days (e.g. Saturday/Sunday).

9.2.1 Prior to the match's second day, the pitch shall not be rolled for more than 7 minutes, and such rolling shall not commence more than 30 minutes prior to the scheduled commencement of play. In other words, a pitch shall not receive unlimited rolling after a match has commenced, and match umpires will be able to supervise all pitch rolling after a match has commenced, and only vary such procedures as permitted by the Laws of Cricket.

9.2.2 The pitch shall not be watered on match days.

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 named in the draw must be covered by sunset as a minimum on the day prior to the start of the match.During the home and away season, the home Club or first named side is responsible to ensure that covers are used 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.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.**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.The penalty for failing to cover the wicket as per above;

- offending team is penalised four (4) competition points and the match is abandoned. The non-offending team receives first innings win points.
- 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 the Competition Coordinator.

LAW 11 – INTERVALS

Law 11 shall apply subject to the following:

11.1 The 10-minute interval between innings shall result in a reduction in of three (3) overs (refer 17.1.)

11.2 The afternoon tea interval is 20 minutes, computed from the end of the over in progress at 3:20pm and at 12:20pm when day 2 commences at 10am (ie Sunday).

11.3 Where play commences after 3:20pm, no afternoon tea interval is to be taken.

11.4 Where play commences between 1:00pm and 3.20pm, the afternoon tea interval is to commence at the conclusion of the over in progress half-way between the start of play and the re-scheduled finishing time.

11.5 A drinks break, not exceeding 5 minutes will be taken at the halfway mark of each session of play. Where both captains and umpires agree, the drinks break may be forgone, however if either team or the umpires require the drink break, it will be taken.

11.6 (Tea interval – 9 wickets down) shall apply.

LAW 12 – START OF PLAY AND CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Amendment to Match Date(s) or Venue.

12.1.1 Match dates and venues may only be amended with the permission of the Competition Coordinator. Any club wishing to amend the dates or venue of a match must first apply in writing to the Competition Coordinator, setting out the reasons for that application. Applications must be received by the Competition Coordinator at least 48 hours prior to the scheduled start of the match.

12.1.2 In the event of wholly unforeseen circumstance unrelated to inclement weather, a club may amend the date(s) and/or venue of a match less than 48 hours prior to the match, with the prior approval of the Competition Coordinator or a CHDCA Committee Member. The result of that match shall be subject to subsequent ratification by CHDCA.

12.1.3 For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

12.2 Adverse Weather

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

12.2.2 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.

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

12.2.4 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.

12.3 Loss of Entire First Day's Play

12.3.1 Where there is no play on the first scheduled day, day 2 shall be played as a 40 over one day match.

12.4 Playing Hours

12.4.1 The scheduled playing time is from 1pm to 6pm when played on a Saturday-Saturday. The scheduled playing time is from 10am to 3pm when the second day is a Sunday, including finals).

12.4.2 Play will continue on each match day until the minimum quota of overs has been completed.

12.4.3 Where the minimum quota of overs has been completed prior to the scheduled or rescheduled finishing time, play will continue until that scheduled or rescheduled finishing time.

12.4.4 On the first day of a match, play shall not continue if a batsman is dismissed or retires during an over with less than 3 minutes of playing time remaining, or any time thereafter, providing the minimum quota of overs has been bowled.

12.4.5 Completion of last over of match - The over in progress at the close of play on the final day shall be completed unless either (i) a result has been reached or (ii) the players have occasion to leave the field. In this case there shall be no resumption of play (except in the circumstances of mistakes in scoring) and the match shall be at an end.

12.5 (Starting a new over) shall apply subject to the following.

12.5.1 Play will continue after the scheduled close of play, if necessary, to achieve the minimum quota of overs.

12.6 (Completion of an over) shall apply subject to the following.

12.6.1 Where a wicket falls in the last over after the scheduled cessation time, but the quota of overs has not been achieved, the over must be completed in order to complete the minimum number of overs.

12.7 Finals

12.7.1 During the final series where games are Saturday/Sunday, any time lost on day 1 can be made up on day two with play either starting earlier or finishing later but no later than 6pm.

12.7.2 Where play does not start before 1:30pm in a final on the Sunday (day 2), the match will end.

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 **Day One**

13.1.1 On day one a minimum of 80 overs must be bowled by 6pm.

13.1.2 If 80 overs have been bowled prior to 6pm play will continue until 6pm. (20 overs in the last hour does not apply on either day) Refer 15.1.1

13.1.3 If at stumps on day 1 the side batting first has batted the 80 overs, a compulsory declaration will occur. If at stumps on day 1, 80 overs are not yet completed (due to adverse weather), the batting team can continue on Day 2 until the team has batted a maximum of 80 overs.

13.2 **Day Two**

13.2.1 The side batting second shall bat for the same number of overs it bowled on day one if the side batting first has compulsory declared. (this may exceed 80 overs).

13.2.2 Where the side batting second starts its innings during the first day's play, 80 overs maximum shall be bowled on day 2. The team batting second can bat for the entire 80 overs available on day 2.

13.2.3 A draw can be achieved if the team batting second is not dismissed within the allocated overs.

13.3 **Interruptions to play**

13.3.1 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.

13.3.2 For the first 30 minutes of any delay or interruption no overs will be lost, after 30 minutes every 4 minutes of lost playing time will result in 1 over being lost.

13.3.3 When playing time is lost on the first day, the number of overs already bowled on the first day shall be combined with the overs available on the second day and divided equally between the two sides.

13.3.4 Where the overs have been divided as in (13.3.3) above, if the team batting first fails to bat its allowable overs on day 2 (bowled out or declares) those overs will be added into the team batting second total overs.

13.3.5 In the event that the first day is totally lost, the fixture will be played under one day rules. If a toss has taken place and team sheets exchanged on day one and no play has ensued, a new toss and player list will be required before play on day 2.

13.3.6 A captain may declare his batting innings at any time during a two-day match.

13.3.7 Three overs are to be deducted for any change of innings unless the innings has ended during a scheduled tea break in which no overs will be deducted.

13.3.8 Change of innings is 10 minutes.

LAW 14 – THE FOLLOW ON

Law 14 shall apply.

LAW 15 – DECLARATION and FORFEITURE

Law 15 shall apply subject to the following

15.1 The team batting first on day one of a 2 day match, may declare its innings prior to the 80th over but compulsory having received 80 overs.

15.2 No team shall be permitted to forfeit its first innings.

15.3 No team shall be permitted to declare its first innings closed until it has avoided the appropriate follow-on total which is 100 runs less than the first innings total.

15.4 Provided a first innings result has been achieved as a minimum and there is no chance of an outright result, the game can be called off earlier than the Day Two maximum 80 overs provided that both Captains agree to do so.

LAW 16 – THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of Winner

16.1.1 In any match, the captains shall be responsible for ensuring that the score books are accurate. Where the scores of the match are in dispute, the captains and umpires shall, at the conclusion of the day's play, investigate and verify the correctness of the scorebooks and determine the correct result before leaving the ground.

16.1.2 Should the team batting second not receive the same number of overs as the team batting first, due to interruption, and not achieve a first innings lead, the match result will be a Draw.

16.2 Competition Points

- Bye 0 points
- Loss by forfeit -1 points
- Tie on first innings 3 points
- Tie on second innings 5 points
- Draw (including where there is no play due to rain) 3 points
- Win on first innings 6 points
- Loss on first innings 1 point
- Win outright after leading first innings 10 points
- Win outright after tied first innings 7 points
- Loss outright after tied first innings 3 points
- Win by forfeit (maximum points gained by any team in same round to a maximum of 10 points)

16.2.1 Bonus Points

16.2.1.1 Bonus points can only be attained in the second innings of the team batting last. Points are only awarded if a draw is the outcome or a first innings result, no bonus points are awarded to either team if they have won or lost outright.

- 0.1 points awarded for 10 runs scored by batting team.
- 0.2 points awarded for each wicket taken by the fielding team.

16.3 Premiership Finals

16.3.1 Points gained and lost in all preliminary rounds shall count towards positions in the premiership table.

16.3.2 All teams shall be ranked according to their relative positions after the preliminary rounds. Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher quotient shall occupy a higher relative position.

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

16.3.4 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.

16.3.5 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.

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

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

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

16.3.9 In the event of any finals match ending in a draw or tie or no result, the match winner shall be the team that was first to qualify for the Grand Final.

16.3.10 The Competition Executive reserves the right to vary the final's structure.

LAW 17 – THE OVER

Law 17 shall apply subject to the following

Refer to Law 13 – The Innings

17.1 Restrictions on youth bowlers

Number of Overs in a Spell and a Day

17.1.1 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:

17.1.2 The umpire(s) shall determine if the bowling is fast or medium pace.

17.1.3 Length of Spells

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

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

17.2 Rest periods

17.2.1 The minimum rest periods between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.

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

17.3.1 If the bowler begins with medium pace (or faster), the bowler is subject to the Playing Condition throughout the day; and

17.3.2 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 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.

LAW 18 – SCORING RUNS

Law 18 shall apply.

LAW 19 – BOUNDARIES

Law 19 shall apply subject to the following

19.1 The CNSW minimum boundary clearance directive provides

19.1.1 All boundaries must be designated by a rope, soft dome marker (or similar) or marked line including boundary markers of a minimum standard as authorised by Cricket New South Wales from time to time.

19.1.2 At all times, rope, soft dome marker (or similar) or marked line must be placed a minimum distance of 2.74 metres (3 yards) inside the perimeter fencing, advertising signs or any other hard or immovable object inside the perimeter fencing or advertising signs.

LAW 20 – DEAD BALL

Law 20 shall apply.

LAW 21 – NO BALL

Law 21 shall apply with addition of 28.3 Unfair Fielding and 41.1.6 Unfair Bowling.

LAW 22 – WIDE BALL

Law 22 shall apply subject to the following:

22.2 Ball Bouncing Over Head Height of Striker.

22.2.1 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:

24.1 There is no penalty time in CHDCA competitions for any of the 12 players nominated on the team sheet for that day's play.

24.2 Nominated players may leave the field and return at any time without penalty and resume bowling or batting immediately. Umpires are to be notified of players leaving and entering the field of play.

LAW 25 – BATTER'S INNINGS

Law 25 shall apply with the addition of:

25.1 Over Age players

25.1.1 A batter is strongly encouraged 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.

25.2 Underage players

25.2.1 The wearing of helmets whilst batting, keeping over the stumps or fielding within 7 metres of centre of popping crease for all underage players is compulsory.

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

25.2.3 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.

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, 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.

At all times when wicket-keeping up to the stumps it is compulsory that the underage wicket-keeper shall wear a British Standard (BS7928:2013) helmet.

LAW 28 – THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Helmets

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 (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 Leg 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.

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;

41.1.1 A bowler shall be limited to two (2) fast short-pitched deliveries per over.

41.1.2 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.

41.1.3 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.

41.1.4 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".

41.1.5 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.

41.1.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (41.1.2) 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.

41.1.7 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.

41.1.8 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 (41.1.6) and (41.1.7) above and advise the bowler that this is his final warning for the innings.

41.1.9 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.

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

41.1.11 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.

41.1.12 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

41.2 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.

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

41.2.1 In the event of a bowler bowling a high full pitched ball as defined in clause 41.2.1, the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

41.2.2 Should there be any further instance by the same bowler in that innings as defined by clause 41.7(c), the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. 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.

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

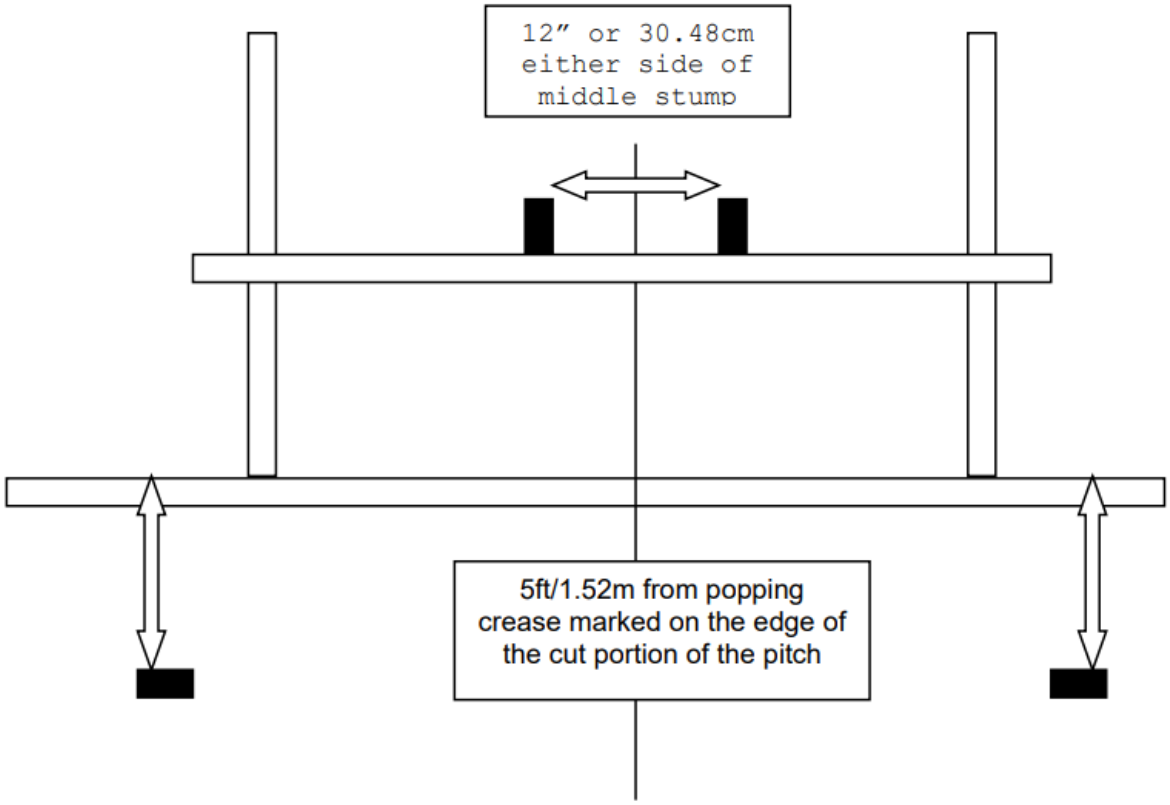
41.2.4 The umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

41.2.5 The umpires shall then report the matter to the CHDCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

LAW 41.14 – DAMAGING THE PITCH – AREA TO BE PROTECTED

In order to assist in the protection of pitch surfaces, all batsmen, bowlers, and wicketkeepers must wear spiked or appropriate cricketing footwear.

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

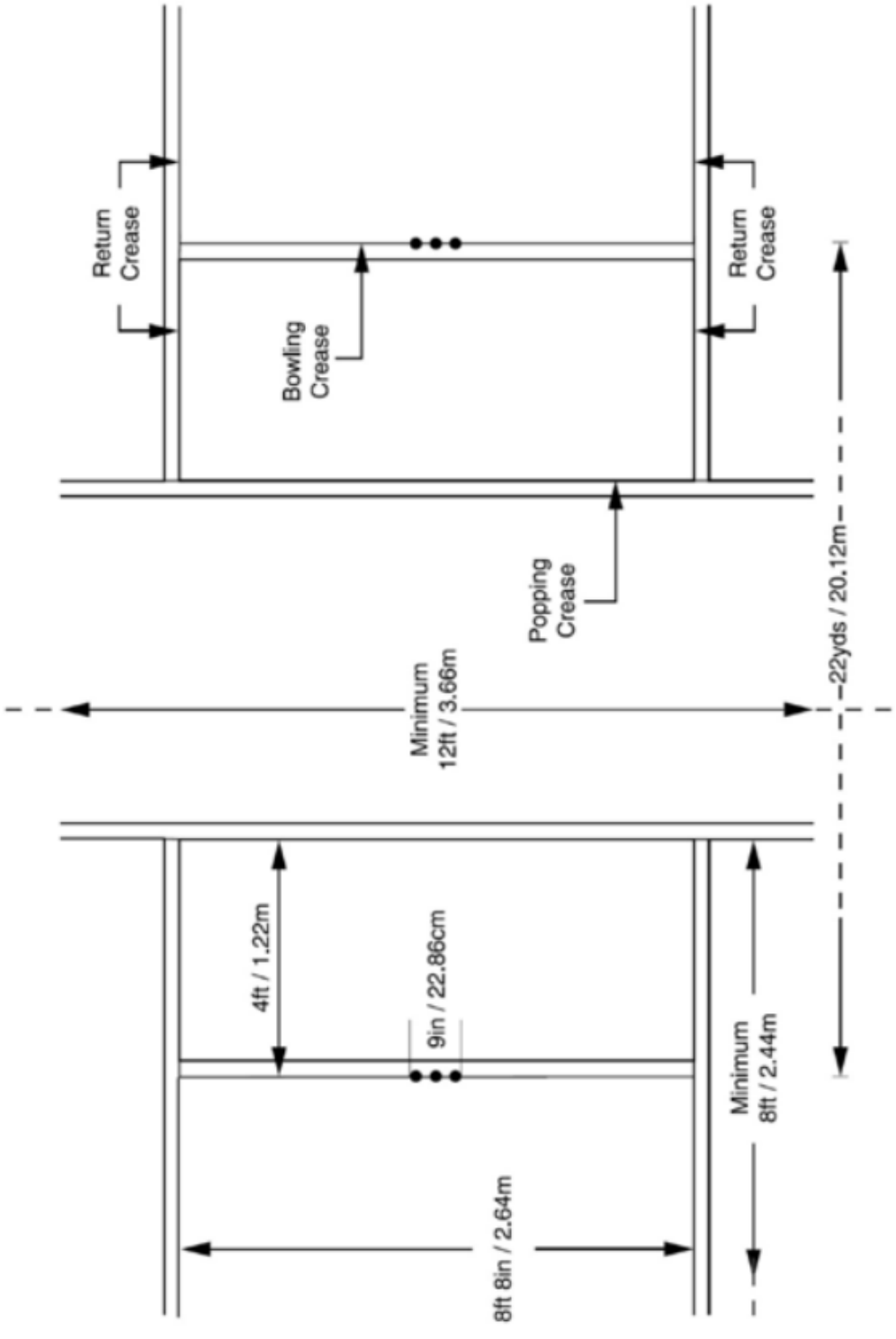


LAW 42 – PLAYERS CONDUCT

Refer to the CNSW Code of Conduct.

APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines

