Sixers Cricket Leage – CHDCA Two-day 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
2.0	30 September 2025	Following Subcommittee Review
2.1	30 September 2026	MCC Laws 4th Edition 2026

General Information

A team shall consist of up to 12 players. Capped to a maximum of three (3) replacement players per match.

- Must have 7 players at the ground within 15 minutes of commencement, otherwise forfeit.
- Any junior playing seniors must be 13 unless exemption received.
- 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. Umpires and captains meet within 20 minutes of conclusion of the match to informally discuss important matters arising from the match.

Cricket Ball Requirement: 4-piece Kookaburra Senator 156grm or ball of better quality.

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.

Game Day Ground Information

Turf wickets must be covered by sunset as a minimum on the day prior to the start of the match by home team or team named first in draw. Match played on consecutive days (e.g. Saturday/Sunday), 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. The pitch shall not be watered on match days.

Policies, Procedures, and Timings

The scheduled playing time is from 1pm to 630pm when played on a Saturday-Saturday. The scheduled playing time is from 10am to 330pm when the second day is a Sunday, including finals). The 10-minute interval between innings shall result in a reduction in of three (3) overs 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). Where play commences after 3:20pm, no afternoon tea interval is to be taken. A drinks break, not exceeding 5 minutes will be taken at the halfway mark of each session of play. Where there is no play on the first scheduled day, day 2 shall be played as a 40 over one day match.

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

Please see full PCs for more detail on adverse weather, interrupted play and declaration. Compulsory declaration at 80 overs for 1st innings.

Bowling

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.

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

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.