CVCA – Night Cricket (T20) 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	16 September 2026	Draft
1.1	29 September 2026	Updates on review of Senior Sub Committee
1.2	8 October 2026	Final Version – on review by BoD
1.3	19 October 2026	Updates to Playing times and short pitched deliveries

These playing conditions will be used in conjunction with the CVCA By-Laws

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 12 players can bowl.

1.1.2 If anymore than 12 players take part in the match they can only act as a fielder.

1.1.3 A minimum of 7 registered players are required to be present at the ground within 15 minutes of the scheduled commencement time. Any team without 7 players present at the field 15 minutes after the scheduled commencement of the games shall be deemed to have forfeited the match.

1.2 Captain

1.2.1 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.

1.2.2 The team list must identify all players under 19 of age as at 31 August of the year that the season commences.

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

1.2.4 Umpires and captains meet briefly of conclusion of the match to informally discuss important matters arising from the match. Matter for discussion may include the match, ground conditions and team/player/umpire performance.

LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following:

2.1 The umpire/s shall be the sole judge/s of;

2.1.2 fair play,

2.1.2 the fitness of the ground,

2.1.3 weather and light for play.

2.1.4 Those Senior matches where no official umpire is appointed, captains are to appoint only players from their team to officiate. This can only be varied with the approval of the opposing captain and ONLY when the batting team cannot provide two umpires due to lack of attending players.

LAW 3 – THE SCORERS

Law 3 shall apply with addition of the following:

3.1 PlayHQ scoring application is to be used for all matches.

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 correctness of the score will be determined by the 'bowling' segment of the score sheet.

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

LAW 4 – THE BALL

Law 4 shall apply subject to the following:

4.1 The type and colour of the ball to be used in each grade is to be determined by the CVCA prior to the season.

4.2 Each team shall produce a new ball or one approved of by the opposing captain before the start of their 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.

LAW 8 – THE WICKETS

Law 8 shall apply.

LAW 9 – PREPARATION and MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

9.1 The playing area must always be prepared to the best-possible standard. The pitch shall not be watered on match days.

9.2 The batting team is responsible for the positioning and repositioning of the sightscreens (if applicable);

9.2.1 at the commencement of its innings and after each interval,

9.2.2 when a bowler alternating between over and round the wicket based on which batter is on strike.

9.2.3 Where there no prompt response to a request for repositioning, the Umpires will direct play to continue until it is convenient for the adjustment to be made.

LAW 10 – COVERING THE PITCH
Law 10 shall apply;

LAW 11 – INTERVALS
Law 11 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 The CVCA Grounds and Fixtures Committee has the sole responsibility of selecting grounds for matches.

12.2 Playing Hours

12.2.1 The scheduled playing time is from **6.00pm to 9.30pm.**
12.2.2 The first innings is to be completed by **7.40pm**.
12.2.3 There will be a 10 minute innings break.
12.2.4 The second innings will commence no later than **7.50pm**
12.2.5 In the second innings, play will continue until the minimum quota of overs has been completed.

12.3 Adverse Weather

12.3.1 When adverse weather delays the start of a match, no game shall commence after 8.00pm on match day.
12.3.2 **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.
12.3.3 Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.
12.3.4 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.
12.3.5 **Heat -** Cricket NSW Heat Policy is to be adhered to.

LAW 13 INNINGS
Law 13 shall apply subject to the following:

13.1 Uninterrupted match

13.1.1 Each team shall bat for **20 overs**, unless dismissed earlier.

13.2 Interruptions to play

13.2.1 If up to or less than 30 minutes of play is lost there will be no loss of overs in either innings.
13.2.2 If more than 30 minutes is lost before or during the first innings of the match due to a late start or because of any interruption to play, for **each four (4) minutes**, or part thereof, lost time, **one over** shall be deleted from the total number of overs due to be bowled in the day's play and the remainder shall be divided equally between both teams.

13.2.3 Should play be limited for any cause to **less than a total of 10 overs** (5 per side) in a days play, the match shall be deemed to be a **Draw**.

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

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 A Result can only be achieved if both teams have had the opportunity of batting for the same number of overs. If this does not occur, then the match is drawn.

16.1.3 Play shall not continue if or when the second side has passed the total of the first team.

16.2 Super Over

16.2.1 If the scores are equal at the completion of both innings in a T20 match, a Super Over shall be played to determine the winner, subject to the availability of playing time and conditions.

16.2.2 In normal circumstances the Super Over shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

16.2.2 The team which batted second in the match shall bat first in the Super Over.

16.2.3 The Super Over will takes place on the same pitch allocated for the match.

16.2.4 The umpires shall stand at the same end as they stood during the match.

16.2.5 In both innings, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play, this cannot be changed.

16.2.6 Both innings shall be played with the same fielding restrictions as applied in the final over of the match.

16.2.7 The two balls used for each respective teams bowling innings shall be used in the Super Over.

16.2.8 Each team shall face one over of six legal deliveries, unless the innings ends earlier due to the loss of two wickets.

16.2.9 The team scoring the greater number of runs in the Super Over shall be declared the winner.

16.2.10 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the greatest number of boundaries combined from its two innings shall be the winner.

16.2.11 If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (excluding the Super Over) shall be the winner.

16.2.12 If still equal, a count back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total teams runs scored since the completion of the previous legitimate ball, i.e. including runs resulting from a Wide, No ball or penalty runs. See example

Super Over Countback Example		
Runs Scored from:	**Team 1**	**Team 2**
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored and equal number of runs from the 6th and 5th ball of there innings. However, Team 1 scored 2 runs from its 4th ball while Team 2 scored 1 run, so Team 1 is the winner.

16.2.13 The Super Over shall be conducted in accordance with the Laws of Cricket, except where modified by these Playing Conditions.

16.2.14 If a Super Over cannot be completed due to weather, ground conditions, interruption or the scheduled finishing time, the match shall be declared a draw, unless otherwise provided for by these Playing Conditions.

16.3 Duckworth-Lewis-Stern (DLS)

16.3.1 Where the team batting second does not receive the same number of overs as the team batting first due to an interruption or suspension of play, the match result will be determined using the Duckworth-Lewis-Stern (DLS) method, provided both teams have had the opportunity to bat for a minimum of 10 overs.

16.3.2 Where DLS applies, the DLS calculation and revised target will be determined using the PlayHQ scoring application.

16.3.3 If, due to a suspension or interruption of play after the commencement of the match, the number of overs available to either team is reduced, the target score for the team batting second will be revised using DLS, subject to a minimum innings length of 10 overs.

16.3.4 The revised target score will be expressed as a whole number. The team batting second must score one run more than the revised target to win. A score equal to the DLS par score will constitute a tie.

16.3.5 If the innings of the team batting second is suspended after at least 10 overs have been completed and the match cannot be resumed, the result will be determined by comparing the team's score with the DLS par score at the time play was suspended.

16.3.6 If the score is equal to the par score, the match will be declared a tie. If the score is above or below the par score, the team will be declared the winner or loser by the applicable margin of runs.

16.4 Competition Points

Result	Points
Win	7
Loss	1
Tie/Draw/Abandoned	4
Bye – where byes are not shared equally, points will be allocated as an average of the points earned by winning teams in that round	4
Forfeit win	7
Forfeit loss	0

LAW 17 – THE OVER

Law 17 shall apply subject to the following

17.1 Number of overs per bowler

17.1.1 No bowler shall bowl more than 4 overs in an innings.

17.1.2 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.

17.1.3 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.

17.1.4 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.

17.2 Restrictions on youth bowlers

Number of Overs in a Spell and a Day

17.2.1 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:

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

17.2.3 Length of Spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	6	18
Under 17	5	16
Under 15	5	12
Under 13	4	8
Under 11	2	4

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

17.3 Rest periods

17.3.1 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.

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

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

17.4.2 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.

19.1.3 If a ball strikes any part of a tree that overhangs the field of play but is not within the field of play, this will result in a boundary 6.

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

21.1.1 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.

21.1.2 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.

21.1.3 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.

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 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:

22.1.2 The ball passes between the striker and the stumps.

22.1.3 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.

22.1.4 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.

22.1.5 The ball passes outside the 'Wide Guidance' (offside)with the batter in a 'normal' batting stance. **See Appendix 1**.

22.1.6 The ball passes 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:

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

24.1.2 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.

24.1.3 If one or more of the 12 nominated players is replaced by a substitute (13th player), the nominated player **will** be subject to penalty time as per MCC Law 24

LAW 25 – BATTER'S INNINGS

Law 25 shall apply with the addition of:

25.1 Helmets

25.1.1 **Senior 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.

25.1.2 **Junior Players -** The wearing of helmets whilst batting for all underage players is compulsory.

25.1.3 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.

25.1.4 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

27.1.1 **Senior Player -** It is strongly recommended to wear a helmet when keeping up to the stumps. The helmet is defined as a British Standard (BS7928:2013) helmet.

27.1.2 **Junior Player -** At all times when wicket-keeping up to the stumps, it is compulsory that the 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 Junior Players whilst fielding within 10 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, 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.

28.3 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' at approximately 5 yard (4.57 metres) intervals.

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

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

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

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

28.5 Powerplays – Reduced Overs

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, Powerplay 1 will be one-third of the total overs allowed, rounded to the nearest whole number where necessary.

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

41.1.1 The umpire/s (captains in absence of umpire/s)shall be the sole judges of fair and unfair play. If an umpire considers that any action by a player, not covered in the Laws, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

41.1.2 If this is a first offence by that side, the bowler's end umpire shall then
- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

41.1.3 If this is a second or subsequent offence by that side, the bowler's end umpire shall then
- summon the offending player's captain and inform him/her that there has been a further such offence.
- award 5 Penalty runs to the opposing side

41.1.4 The umpires together shall report the incident as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.2 Short Pitched Bowling

41.2.1 A bowler shall be limited to one (1) fast short-pitched deliveries per over.

41.2.2 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.

41.2.3 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.

41.2.4 In addition, for the purpose of this regulation and subject to (41.1.6) 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”.

41.2.5 For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this playing condition shall also count as the allowable short-pitched deliveries in that over.

41.2.6 In the event of a bowler bowling more than one fast short-pitched delivery 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.

41.2.7 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 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.

41.2.8 If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short-pitched deliveries in an over, the umpire shall repeat the procedure in (41.2.6) and (41.2.7) above and advise the bowler that this is his final warning for the innings.

41.2.9 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.

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

41.2.11 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.

41.2.12 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 amendments

41.2.1 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.

41.2.2 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.

41.2.3 Should there be any further instance by the same bowler in that innings as defined by clause 41.2.1, 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.

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

41.2.5 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.

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

LAW 42 – PLAYERS CONDUCT

Law 42 shall apply subject to the following;

Refer to CNSW Code of Conduct

APPENDIX 1

Off Side Wide Guidelines

