Sixers Cricket League – CHDCA 35 Over 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	1.2.2 – Specify 31 August of the year that season commences.
1.3	30 September 2025	Results due 48 hours after completion of match
1.4	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 13 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 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.

1.1.3 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.

1.1.4 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 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, 18, 17, 16, 15 or 14 years 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 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.

1.3 Use of Ineligible Player

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

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

1.3.3 The opposing team may receive up to a maximum of 6 points.

1.3.4 Where the team concerned gained no points from the match, 6 points may 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;

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

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

3.7 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

3.8 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 2-piece Kookaburra Practice 156grm or ball of better quality for synthetic pitches. 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 not apply.

LAW 10 – COVERING THE PITCH

Law 10 shall not apply

LAW 11 – INTERVALS

Law 11 shall apply subject to the following:

11.1 The afternoon tea interval is 15 minutes, computed from the end of the 1st innings at approximately 3:20pm.

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

11.3 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.

11.4 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.

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 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.

12.2.5 Cricket NSW Heat Policy is to be adhered to.

12.3 Playing Hours

12.3.1 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.

12.3.2 Play will continue until the minimum quota of overs has been completed.

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

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

13.1.2 It is the responsibility of the captain to ensure the over rate of 15 overs per hour is upheld with the following exceptions.

13.1.3 When authorised medical personnel is required on the ground and/or for a player leaving the field due to a serious injury.

13.1.4 A lost/replacement ball

13.1.5 Other miscellaneous issues as noted by the Umpires

13.2 Interruptions to play

13.2.1 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.

13.2.2 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.

13.2.3 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.

13.2.4 The calculation of the number of overs to be bowled shall be based on an average of 15 overs per hour, in the total time available for play, within the scheduled hours of play.

13.2.5 If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings.

13.2.6 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the over in progress shall be completed and the innings of the team batting shall be limited to the same number of overs as the innings of the team batting first.

13.2.7 If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval., the innings of the team batting second shall be limited to the same number of overs as the innings of the team first (the over in which the last wicket falls to count as a complete over).

13.2.8 If the team fielding second fails to bowl the reduced number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

13.2.9 If the innings of the team batting second is delayed or interrupted and is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour, for the time lost.

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

13.2.11 Fractions are to be ignored in all calculations re number of overs.

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

16.1.3 A result can be achieved only if both teams have batted for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. All matches, in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared a draw.

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

16.2 Competition Points

- Bye 0 points
- Loss by forfeit -1 points
- Draw (including where there is no play due to rain) 3 points
- Win 6 points
- Loss 1 point
- Win by forfeit (maximum points gained by any team in same round to a maximum of 6 points)

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

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.

17.4 Number of overs per bowler

17.4.1 No bowler shall bowl more than 8 overs in an innings

17.4.2 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.

17.4.3 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.

17.4.4 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.

17.5 Over age players

17.5.1 An overage player is restricted to taking no more than 3 wickets before being removed from the attack.

17.5.2 The bowler will complete the over and any further wickets taken will count.

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.

21.1 Synthetic Pitches.

21.1.1 Where there is no return crease marked, the No ball rule pertaining to the return crease (Law 21.5.1) shall not apply.

21.1.2 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.

21.1.3 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.

LAW 22 – WIDE BALL

Law 22 shall apply subject to the following:

22.1 Ball Bouncing Over Head Height of Striker.

22.1.1 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.

22.2 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.

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.

25.1.2 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.

25.1.3 The retired batter is not able to bat again once the rest of the team has been dismissed.

25.2 Under Age 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 (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".

41.1.5 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

41.2.1 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 41.7(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.

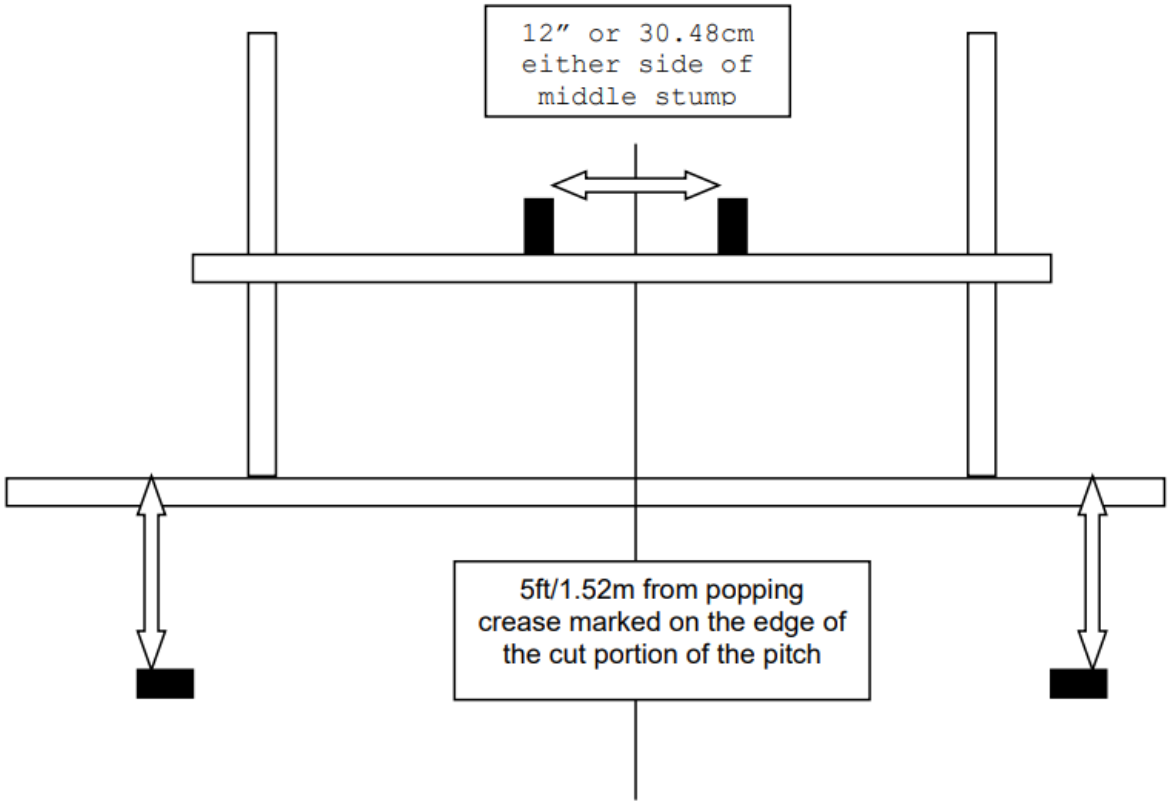
41.2.4 The bowler thus taken off shall not be allowed to bowl again in that innings.

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 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.

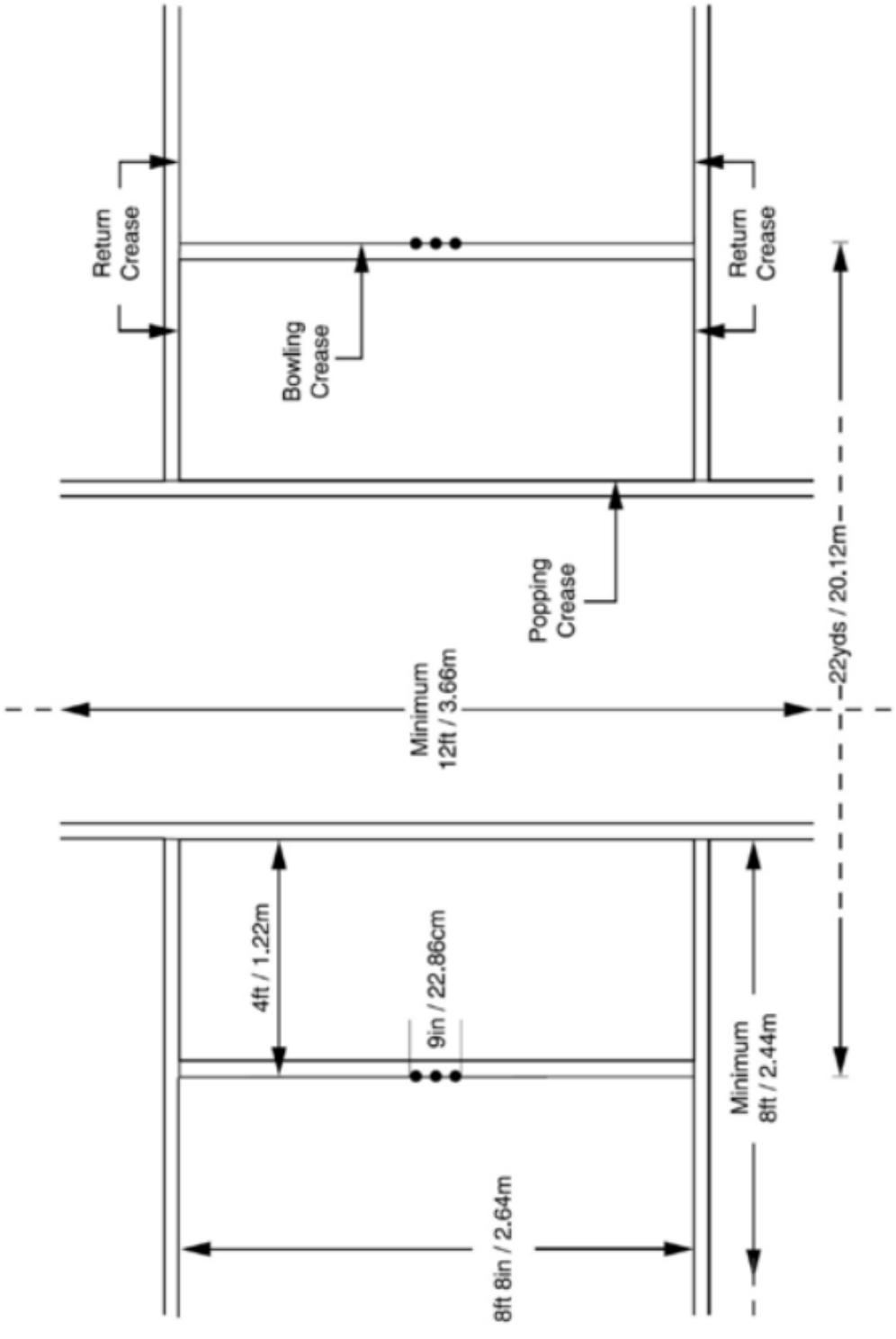
Protected Area markings must be the same width as the crease markings.



LAW 42 – PLAYERS CONDUCT
Refer to the CNSW Code of Conduct.

APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines

