Sixers Cricket League – CHDCA T20 Playing Conditions Summary

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

Preamble – Spirit of Cricket

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

Respect is central to the Spirit of Cricket.

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

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

Version	Date	Details
1.0	30 September 2024	Final
1.1	28 October 2024	Formatting
1.2	31 October 2024	Include 8 ball max over
1.3	30 September 2025	2 runs for wide
1.4	30 September 2026	MCC Laws 4th Edition 2026

General Information

A team shall consist of up to 13 players.

- Must have 7 players at the ground within 15 minutes of commencement, otherwise forfeit.
- Any junior playing seniors must be 13, or have an exemption in place.
- 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 10 metres of from the batter's position on the popping crease on a middle stump line.

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

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

E-Scoring

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

Policies, Procedures, and Timings

The scheduled commencement of play is 6pm, innings time will be 80 minutes with a 15 minute break between innings. Each team shall bat for 20 overs unless out earlier.

Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

Cricket NSW Heat Policy is to be adhered to.

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

The object should be to rearrange the number of overs so both teams have the opportunity of batting for the same number of overs (minimum of 5 overs each Team). DLS will be used if play is interrupted and teams not able to bat the same amount of overs. Super-over for tied game.

A match shall be a "no result" if both teams have not had the opportunity to bat for a minimum 5 overs because:

a) the innings of the team batting first could not commence within 55 minutes of the scheduled end of play,
b) the innings of the team batting second could not commence within 20 minutes of the scheduled close of play,
c) the innings of the team batting second would be reduced to less than five (5) overs, as a result of an interruption to play after its commencement.

Batting, bowling & fielding

A free hit is awarded to the batter for a no ball. Fielders cannot change position unless the other batter is now on strike.

A bowler shall be limited to one (1) 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”.

A maximum of 8 balls to be bowled per over including wides and no balls except in the final over of each innings where 6 legal deliveries are to be bowled. 2 runs awarded for a 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.

Powerplay – During the first six (6) overs of each innings a maximum of two (2) fielders permitted outside the fielding restriction area and a maximum of five (5) fielders permitted outside the fielding restriction area for remaining overs. See reduced over chart in PCs.

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.