Sixers Cricket League – CHDCA 40 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	3 January 2025	Law 11 Intervals, Law 13 Innings and Law 28 The Fielder (to include fielding restrictions with Powerplays in 1st Grade only) updated
2.0	3 September 2025	Reviewed by subcommittee with green to be added and red to be removed.
2.1	30 September 2025	Final
2.2	12 October 2025	Law 4 – ball changed from Practice to Colt Law 13 – 13.1 clarified as was missing some words. Law 22 – definition of wide ball was mistakenly removed and has been added again for 1st Grade only.
2.3	16 October 2025	Law 13 – Innings. Penalty for slow over rate introduced as only 4 players allowed outside fielding circle.
2.4	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:

1.1.1 **Number of players**

1.1.2 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.

1.1.3 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.

1.1.4 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.

1.1.5 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 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 quality 4-piece Kookaburra Senator 156grm or ball of better quality on turf (white for 1st Grade and red for all others – 1st Grade to wear clads) and 2-piece Kookaburra Colt 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 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 Matches other than 1st Grade that are scheduled to be played on turf will be transferred to a synthetic pitch where the turf pitch is judged to be unfit for play.

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 in order 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 metres either side of the playing pitch.

10.8 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 afternoon tea interval is 20 minutes, computed from the end of the 1st innings.

11.2 Where play commences after 3:40pm, no afternoon tea interval is to be taken.

11.3 Where play commences between 1:00pm and 3.40pm, 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 640pm

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 40 overs (six-ball) unless out earlier.

13.1.2 15 overs per hour are required to be bowled. Playing time 160 mins.

13.1.3 The umpires will assist with overs bowled updates regarding timings. It is the responsibility of the fielding captain to ensure the over rate of is upheld with the following exceptions.

- When authorised medical personnel is required on the ground and/or for a player leaving the field due to a serious injury.
- A lost/replacement ball
- Other miscellaneous issues as noted by the Umpires
- Drinks breaks

Note: The bowling of wides and no balls is not a reason to extend playing time.

13.1.4 **1st Grade Only** – If the team fielding fails to bowl the required number of overs by the scheduled time for cessation of the session, the over in progress shall be completed and the bowling team will be restricted to 4 players outside of the fielding circle for the remainder of the innings.

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 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.
13.2.7 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.
13.2.8 Fractions are to be ignored in all calculations re number of overs.
13.2.9 The requirements of 13.1.4, 5 & 6 are to be enforced during interrupted matches.

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 decided by Duckworth Lewis Stern V6 (DLS).
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.
16.1.5 In any match in which both teams have had the opportunity to bat for a minimum of 15 overs, but have not had the opportunity to bat for the same number of overs:
- the result shall be determined by the Duckworth Lewis Stern V6 (DLS) method.
16.1.6 The result of a match may be a tie regardless of the number of wickets lost by the team batting second.

16.2 **Target Score**.

16.2.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.
16.2.2 This revised target is to be calculated using DLS V6.
16.2.3 The target set will always be a whole number and one run less will constitute a Tie.
16.2.4 If the innings of the side batting second is suspended (with at least 15 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the par score determined at the instant of the suspension by DLS V6.
16.2.5 If the score is equal to the par score, the match is a Tie. Otherwise, the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the par score.

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.

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 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.

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 landed:

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 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definitions in 22.1.2:

22.1.1.1 the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 A delivery passing the striker on the off side outside the Off-Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off-Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Clause 22.
22.1.4 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

1st Grade Only
22.1.5 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:
22.1.5.1 the ball passes between the striker and the stumps.
22.1.5.2 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.
22.1.5.3 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.

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 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.
25.2 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.

28.3 Restrictions on the Placement of Fielders – 1st Grade Only

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.

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

- Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 30 inclusive
- Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 inclusive
- For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".

28.3.2 Powerplays – Reduced Overs

- In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the tables below.

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2

20	5	15
21	5	16
22	5	17
23	6	17
24	6	18
25	6	19
26	6	20
27	7	20
28	7	21
29	7	22
30	7	23
31	8	23
32	8	24
33	8	25
34	8	26
35	9	26
36	9	27
37	9	28
38	9	29
39	10	29

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 deliveries per over.

41.1.2 A fast short-pitched delivery is defined as a ball, which after landing, 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 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 delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short deliveries in that over.

41.1.6 In the event of a bowler bowling more than two fast short 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 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 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 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 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 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 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.

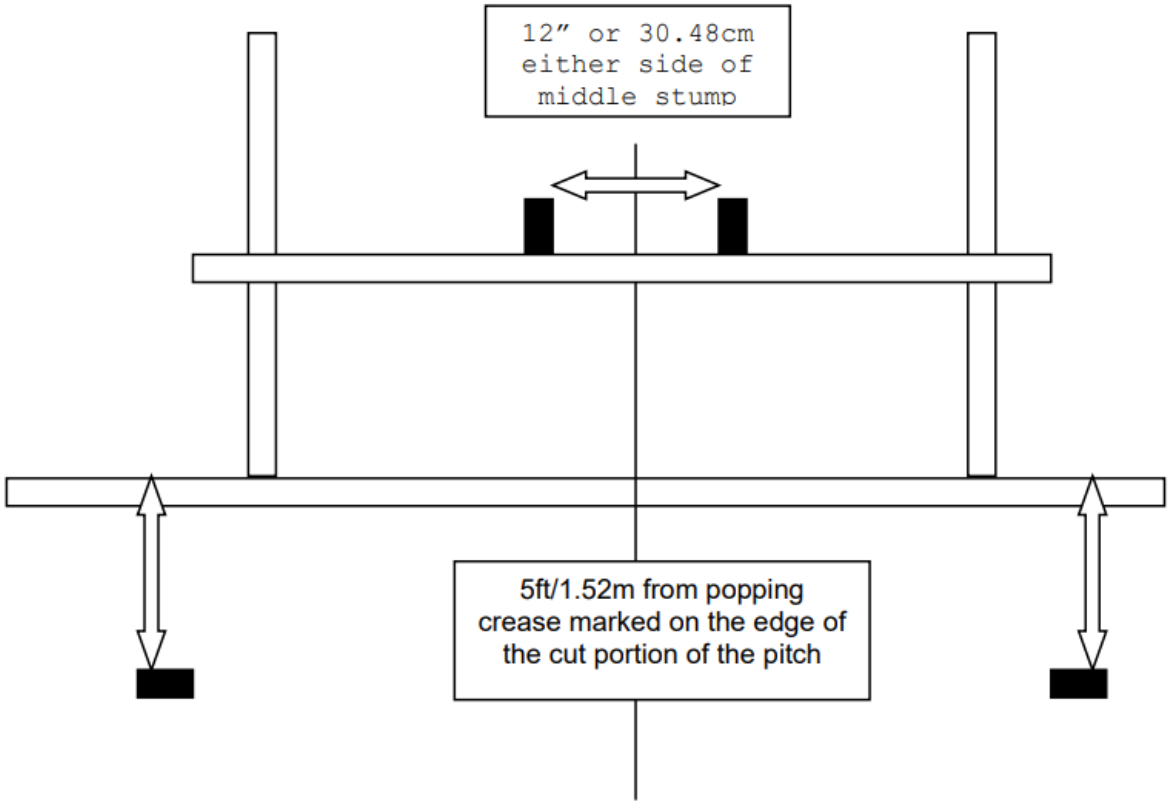
41.2.5 The umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

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.

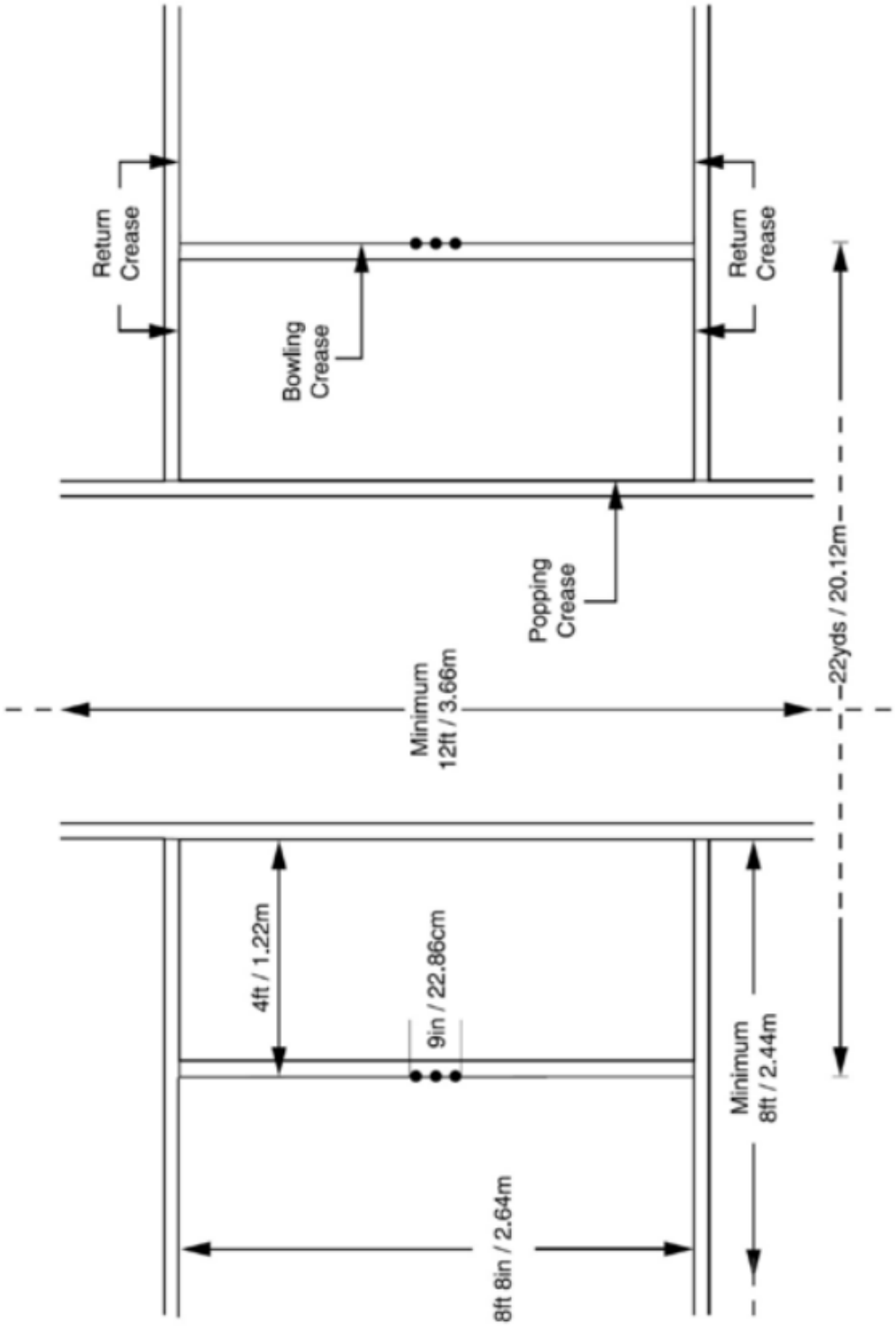


LAW 42 – PLAYERS CONDUCT

Refer to the CNSW Code of Conduct.

APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines

