Sixers Cricket League – CHDCA 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	26 September 2024	Draft
1.1	28 October 2024	Final
1.2	31 October 2024	Update 8 ball over maximum.
1.3	30 September 2025	Update from PC Subcommittee
1.4	30 September 2026	MCC Laws 4th Edition 2026

LAW 1 THE PLAYERS
Law 1 shall apply subject to the following:
1.1 The Team
A team shall consist of 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. Further, no restrictions shall apply to when a player can bat if he/she was off the field for any period of time prior to the completion of the first innings.
Players not on the field must wear coloured vests when coming onto the field to deliver drinks/gloves etc to the batters at the crease.

LAW 2 THE UMPIRES
Law 2 shall apply subject to the following:
2.1 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. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.
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 conditions breaches the code of conduct and the umpires shall report such person/s to the Governing Body.

LAW 3 THE SCORERS
Law 3 shall apply.

LAW 4 THE BALL
Law 4 shall apply subject to the following:
4.1 A new ball will be used at the start of each innings.
4.2 Only 156 gram, four (4) piece Kookaburra leather balls of a good standard may be used. The colour of the ball will be white and supplied by the Association.

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.

LAW 10 COVERING THE PITCH
Law 10 shall apply.

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 There shall be a 15 minute interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval.

11.2 There will be no scheduled drinks breaks, however drinks can be given to players at the fall of wickets providing no time is wasted.

11.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed appropriate cricket attire.

LAW 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of Play

The innings time will be 80 minutes for the 20 overs, with a break of 15 minutes between innings.

12.2 Extra time

a) Thirty (30) minutes of extra time is available where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.

b) Using Recouped Time - Further to clause (a), should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 45 or 90 minutes described in (a) and (b) above before overs are reduced.

12.3 Where the start of play is delayed up to 30 minutes, no reduction in the number of overs to be bowled will be made. However, the above hours of play and intervals shall be adjusted accordingly by the Umpires.

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 The Toss

Physical team sheets shall be used and be available for perusal at the toss. Prior to the toss each captain shall show the opposing captain and the umpires the team sheet for their team. An umpire shall take a photograph of both team sheets prior to the toss. The umpire shall keep the photograph of both team sheets until the end of the season. It is an option for either captain to take a photograph of the opposition team sheet. Each captain shall retain their team sheet for the duration of the match.

13.2 Uninterrupted match

a) Each team shall bat for 20 (six-ball) overs unless all out earlier.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (80 minutes), play shall continue until the required number of overs has been bowled.

c) Where the first innings goes over 80 minutes in duration the 15 minute innings break shall be reduced to no less than 10 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.

d) If the team fielding second fails to bowl its quota of overs in less than 80 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

e) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each four minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.3 Delayed or interrupted matches

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 5 overs each team to constitute a match)
The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole four (4) minutes) in the total time available for play.

b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

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

d) If an over recalculation comes up with a figure including a fraction, then the calculation shall be rounded up to the nearest over.

13.4 Delay or Interruption to the Game – Over Reductions

a) No overs shall be lost until 30 minutes of playing time has been lost (Refer to Playing Condition 12.3). Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 30 minutes described above before overs are reduced.

b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows –

i) Upon resumption of play umpires are to establish the re-scheduled finish time and calculate the number of minutes remaining to that time also deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.

ii) Using the total number of playing minutes that remain to the re-scheduled finish time that number shall be divided by four (4) to come up with the maximum number of overs that remain in the game.

iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.

c) To constitute a match, a minimum of 5 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.5 Number of Overs per Bowler

No bowler shall bowl more than four (4) overs in an innings. 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. Where the total number of overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. 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 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
A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs (preliminary matches), subject to the provisions of clause 13, unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs. A match shall be a "no result" if both teams have not had the opportunity to bat for a minimum five (5) overs.
In any match in which both teams have had the opportunity to bat for the same number of overs.

a) The team scoring the higher number of runs is the winner.
b) In any match in which both teams have had the opportunity to bat for a minimum of five (5) 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 (DLS) method.

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.

16.2 Target Score
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 5 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. This revised target is to be calculated using the current Duckworth/Lewis/Stern (DLS) method. The target set will always be a whole number, and one run less will constitute a Tie.
If the innings of the side batting second is suspended (with at least 5 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. 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.
16.3 Tie
If the scores are equal, the result shall be a tie, and a Super Over will occur to determine the winner. The procedure for a super over is listed below in clause 16.4.
16.4 Super Over

(a) If a match is a tie, including by the Duckworth-Lewis method, then the teams shall contest a 1 over per side Super Over.
(b) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch.
(c) The umpires shall stand at the same end as they stood during the match.
(d) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batters or bowler prior to each innings, once the opening batting pair enters the field of play they are not

permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.

(e) Only nominated players in the main match may participate in the Super Over.

(f) Each team's over is played with the same fielding restrictions as apply for the last over in the match.

(g) The team batting second in the match will bat first in the Super Over.

(h) The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.

(i) Each team shall bat for one over unless all out earlier. The number of batters is not restricted.

(j) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.

(k) In the event that the Super Over is unable to be completed due to the fitness of ground, weather and light, the result shall be a tie.

16.5 Competition points

Points shall be awarded for results gained, as follows:

Result	Points
Win	4
Tie	2
No result (match abandoned)	2
Loss	0
Loss by Forfeit	-1

No Result in Grand Final

If no result, or a tie, is achieved in the Grand Final, the two teams shall be declared joint premiers subject to clause 16.4 - Super Over.

LAW 17 THE OVER

Law 17 shall apply subject to the following

17.1 Maximum Number of Balls in an Over – The over shall be capped at a maximum of eight (8) deliveries which includes all No Balls and Wides that maybe bowled within the over. This playing condition shall NOT apply to the scheduled final over of the innings. For this over six legal deliveries must be bowled.

LAW 18 SCORING RUNS

Law 18 shall apply.

LAW 19 BOUNDARIES

Law 19 shall apply subject to the following

19.1 Minimum Boundary Size

The minimum boundary size for all matches shall be 50 metres

19.2 Maximum Boundary Size

The maximum boundary size for all matches shall be 70 metres

19.3 Setting of Boundaries

Boundaries where possible should be positioned closer to the maximum distance rather than the minimum distance as defined above.

19.4 Setting of Boundaries – Safety Protocols

As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary flags/cones/witches hats positioned at least 2.74 metres inside the fence or away from any other fixed object to define the boundary.

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

The delivery following a 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.

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.

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.

21.2 Ball bouncing over head height of striker

See clauses 22.1.1.2 and 41.1.

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.
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 Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).

LAW 25 BATTER'S INNINGS - RUNNERS
Law 25 shall apply with the addition of:
25.1 Under Age Players (Under 19)
Under age players must wear a helmet at all times when batting.
25.2 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.
25.3 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.
25.4 Runners
For clarity, runners ARE allowed for an injured striker in all competitions as per the laws of the game. The non allowance of runners is only applicable in first class cricket competitions.

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, when wicket keeping up to the stumps, a wicket-keeper 17 years of age or younger shall wear a protector as well as a compliant helmet fitted with a grille.

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Under Age Players (17 and under)

At all times when fielding in a position closer than ten (10) metres 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), a fielder must wear a protector as well as a helmet fitted with a grille.

28.2 Limitation of On Side fielders

At the instant of the bowler's delivery, there may not be more than 5 fielders on the on 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

28.3.1 Fielding Circles

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 semicircles shall be 27.5m for all male fixtures and 23m for all female fixtures. The ends of each semi-circle shall be joined to the other by a straight line.

28.3.2 At the instant of delivery

a) During the first six (6) overs of each innings a maximum of two (2) fielders permitted outside the fielding restriction area; and
b) During the non-Fielding Restriction Overs: a maximum of five (5) fielders permitted outside the fielding restriction area.

28.4 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.

Total Overs In Innings	Number of overs for which fielding restrictions will apply
17 - 19	5
13 - 16	4
10 - 13	3
7 - 9	2
5 - 6	1

28.5 Storage of Players Equipment/Apparel

28.5.1 Wicketkeeper/Fielder's Helmet

Law 28.3 shall apply.

LAW 29 THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 BATTERS OUT OF HIS/HER 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 & UNFAIR BOWLING
Law 41.6 applies subject to the following;

a) A bowler shall be limited to one (1) fast short pitched delivery per over.
b) 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.
c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
d) In addition, for the purpose of this regulation and subject to (f) 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 be called and signalled “Wide”.
e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as the one (1) allowable short pitched delivery for that over.
f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in (b) above, the umpire at the bowlers 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.
g) 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.

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

i) 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.

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

k) 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.

l) The umpires will then report the matter to the Match Referee 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

a) *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 –*

i) Was the ball delivered full pitch above the waist of the striker.

ii) Was the delivered ball directed at the body of the striker.

iii) 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 significant injury.

When assessing the above criteria umpires are required to take into the account the speed at which the ball was delivered.

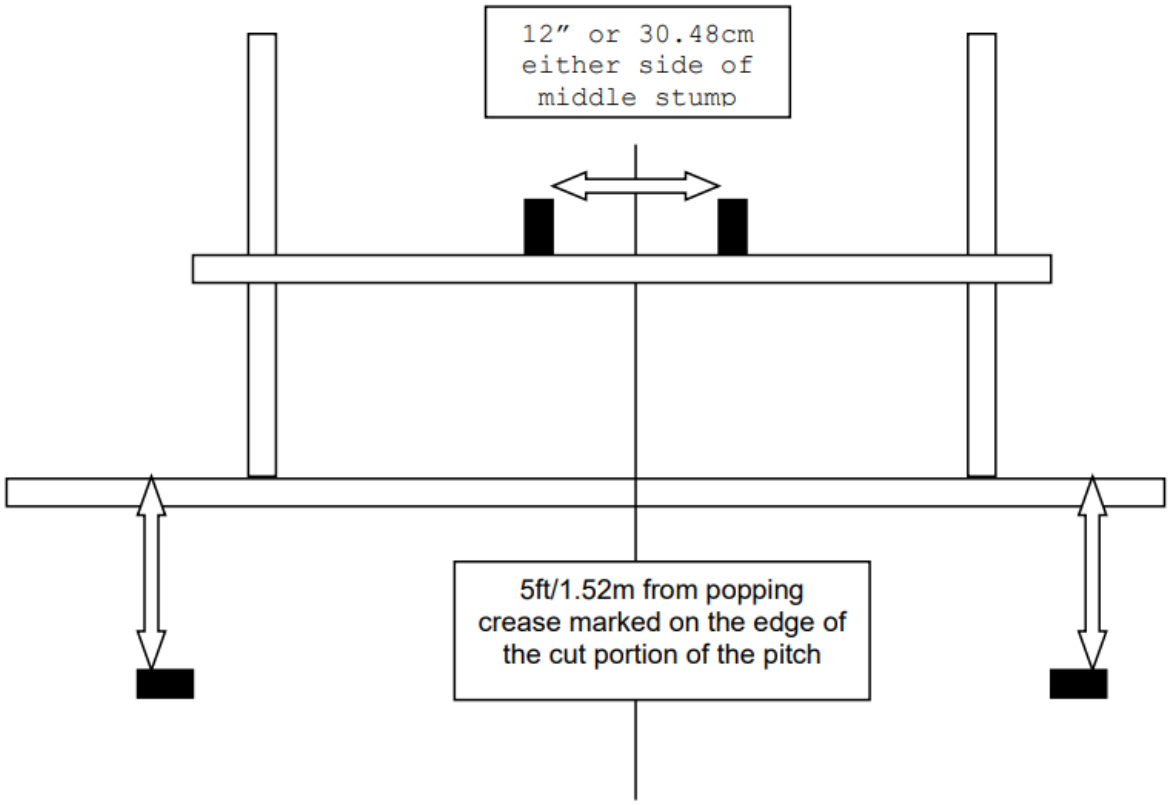
41.3 Sight screen adjustment (Time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sightscreen being moved.

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.

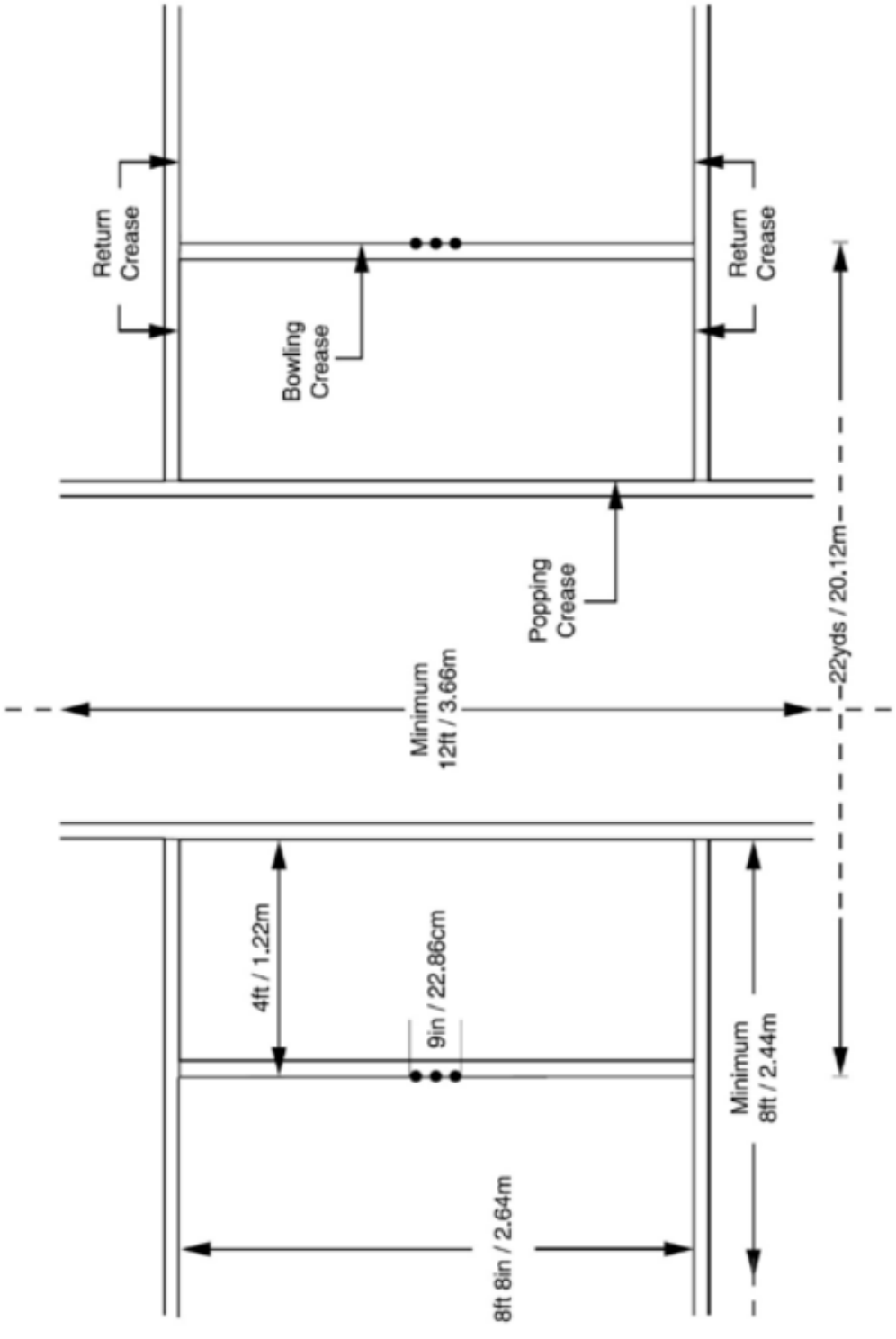
Protected Area markings must be the same width as the crease markings.



LAW 42 Player's Conduct
Law 42 shall not apply. Refer to the CNSW Code of Conduct.

APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines

