

**APPLICATION**

- (a) These Playing Conditions shall apply to all scheduled two-day preliminary round matches.
- (b) Except as varied hereunder, the Laws of Cricket (2017 Code) shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the Sydney Cricket Association.
- (c) All references to the SCA shall mean the NSW Premier Cricket Manager and Committee.

**THE LAWS OF CRICKET: THE PREAMBLE - THE SPIRIT OF CRICKET** (refer page 148).

The Preamble applies to all members of SCA affiliates, and makes team captains responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

**1.1 LAW 1 (THE PLAYERS)** shall apply subject to the following.**1.1.1 Qualifications of Players**

- (a) General
  - (i) Each player shall register with the SCA by completing an SCA registration form prior to his first match in a season.
  - (ii) Each club shall obtain photographic identification in order to authenticate the registration of a player appearing at a club for the first time.
  - (iii) Each club shall enter electronically, prior to each player's participation in a match, each player's registration details in the club's MyCricket cricket management system.
  - (iv) No player may play for more than one team in the same round of any competition unless as a Replacement Player.
  - (v) No player may play for more than one team on the same date in SCA competitions, except as a substitute in accordance with Law 24 of the Laws of Cricket.
  - (vi) Any player aged under 18 years on 31 August prior to the cricket season in question may play for one Premier club in any grade and one Shires club in any grade during the season without the permission of the SCA, after gaining prior permission from the respective Premier and Shires clubs.
  - (vii) Any player aged 18 years or over on 31 August prior to the cricket season in question may play in both the Premier Fifth Grade and Shires Third Grade or Shires Fourth Grade competitions during the season without the permission of the SCA, after gaining prior permission from the respective Premier and Shires clubs.
- (b) Premier Competitions
  - (i) No player shall register or play with more than one Premier club in any one season in the Premier, Poidevin-Gray Shield and AW Green Shield competitions.
  - (ii) A player who has played with a Shires club during the season shall not play for a Premier club in the Premier First Grade to Premier Fifth Grade, First Grade Limited-Overs or Poidevin-Gray Shield competitions without the permission of the SCA, subject to 1.1.1 (a) (vi) & (vii) above.

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### (c) Shires Competitions

- (i) No player shall register or play with more than one Shires club in any one season in the Shires and Frank Gray Shield competitions.
- (ii) A player who has played with a Premier club during the season shall not play for a Shires club without the permission of the SCA, subject to 1.1.1(a)(vi) & (vii) above. A player who has played with a Premier club during the season is not permitted to transfer and play with a Shires club after 31 December in any season.*
- (iii) No player with First-Class or List-A match experience shall play in the Shires Second Grade to Shires Fourth Grade competitions without the prior permission of the SCA. For the purposes of this playing condition, 'First Class' or 'List A' is defined as any match granted such status by the ICC.
- (iv) In carrying out its fiduciary duty, the SCA may prevent or restrict a player's participation in Shires Second Grade, Shires Third Grade and/or Shires Fourth Grade, if it determines that a player's relative ability and experience is considered to be unfair to the competition generally.
- (v) Each Shires team must consist of 11 players who shall be listed on the team sheet and shall start and complete the match. In the event that a Shires team participates in a match with less than 11 players, a penalty may apply and the SCA may deduct 6 competition points from the club's First Grade, Second Grade, Third Grade and Fourth Grade teams for that round.*

### (d) Overseas Players

- (i) Any player who is not an Australian citizen, and who has been resident in Australia for less than six full months immediately prior to registration with a club, is deemed to be an overseas player. Subject to the provisions of Rule 1.1.1(d)(viii) and (ix), the SCA will consider any prior written application from a club to not consider and register such a player as an overseas player.
- (ii) An overseas player shall not register or play with a club unless that player is registered with the SCA.
- (iii) The consent of the SCA must be obtained prior to an overseas player registering or playing with any club.
- (iv) Where the SCA permits an overseas player to participate in matches and register and play with a club, it will register that player as an overseas player for that club.
- (v) At the conclusion of any season, an overseas player shall cease to be bound to the club for which the player participated unless bound by a contractual agreement entered into by the club and the player.
- (vi) In any season, a club is not permitted to register more than three overseas players, except with the prior permission of the SCA.
- (vii) At any one time a club is not permitted to play more than one overseas player in Premier First Grade or Shires First Grade, except with the prior permission of the SCA, and having given 14 days' notice.
- (viii) A club is not permitted to play an Overseas Player in the AW Green Shield Competition.
- (viii) An overseas player must be registered with the SCA and must have participated in a competition match prior to 31 December in any season,

unless he is a NSWCA, Sydney Sixers or Sydney Thunder-contracted player.

- (ix) Subject to the provisions of Rule 1.1.1(d)(i), a non-Australian citizen may travel overseas at any time during the six months preceding his participation at SCA level, if the player is deemed to be residing in Australia for 6 full months prior to playing in a match, and not be considered an overseas player.

(e) NSW Cricket Association By-Laws

A player may be an ineligible player under the provisions of NSWCA By-Law 4 (Code of Conduct) and NSWCA By-Law 11.6 (Defaulters).

### **1.1.2 Replacement Players**

(a) Application

- (i) Subject to the other provisions of this Playing Condition, any player who is not available for every scheduled playing day of a match as a result of participating as a member or appointed support staff in a representative match, may replace another player when available for a match day, or be replaced by another player when not available for a match day.
- (ii) Representative matches shall be those in which an official Australian, NSW or Big Bash League team participates.
- (iii) This Playing Condition shall also apply to representative players who are selected for other First-class, List A, Domestic T20, NSW Metropolitan U15, U17 & U19, ACT/NSW Country U15, U17 & U19, Australian Capital Territory, Northern Territory, WNCL, WBBL and Cricket Australia representative teams, subject to the prior permission of the SCA.
- (iv) This Playing Condition shall also apply to players who are released from duties of 12th man and 13th man with representative teams.
- (v) This Playing Condition shall also apply to subsequent replacements in higher or lower grades.
- (vi) A club may elect to not extend subsequent replacements to all grades.
- (vii) This Playing Condition shall apply to both Premier clubs and Shires clubs.
- (viii) Subsequent replacements may include Shires players replacing Premier players, and Premier players replacing Shires players.
- (ix) A club may nominate a substitute fielder, rather than a replacement player, for any team.
- (x) For the purposes of Game 5 Playing Condition 5.1.1 (Qualifications of Players) only, a half-match shall be the equivalent of a full match, where a player plays in any grade for only one day of a two-day round.

(b) Availability of Representative Player Known or Anticipated

- (i) A club shall anticipate the selection of a player for a representative team if the player was selected for that team's previous match, after taking into account the availability of international players for both matches.
- (ii) Where a club knows or anticipates that a player is not available for every day of a match, it must nominate its team in each grade with replacement(s), prior to the commencement of each match. In such circumstances:
  - (A) the club need not apply to the SCA for permission to use replacement players;

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- (B) each team must nominate on its team sheet list, each replacing player and replaced player prior to the toss for each match;
  - (C) if a replaced player is subsequently omitted from the representative team, all subsequent replacements are voided and the replaced player completes the match; and
  - (D) replacement(s) cannot be altered due to the representative player not playing on the second day, having been replaced on the first day.
- (c) Availability of Representative Player Not Known or Anticipated
- (i) The availability or non-availability of a player for the second day of a match, due to a representative team commitment, is considered by the SCA to be not known or anticipated if:
    - (A) the player concerned is selected for a representative team, having not been selected for its previous match;
    - (B) the player concerned is not selected for a representative team, having been selected for its previous match;
    - (C) the representative team concerned has not played a match earlier in the season; or
    - (D) special circumstances prevented the club's knowledge of the player's selection in the representative team.
  - (ii) If a club wishes to amend any team for the second day of a match, as a result of such availability or non-availability of a player being not known or anticipated:
    - (A) it must obtain the approval of the SCA;
    - (B) it must apply in writing to the SCA no later than 12.30pm on the Thursday prior to the second day of the match, indicating the replacing player(s), the replaced player(s), and all subsequent amendments to other grades; and
    - (C) it must certify that each such application is to replace the originally nominated player with a similar type of player.
  - (iii)
    - (A) in assessing an application under Playing Condition 1.1.2(c)(ii) above, the SCA will consider the current status of the match, including whether the proposed replacing player will bat, bowl or keep wickets and the player's ability as a batsman, bowler or wicketkeeper relative to the proposed replaced player.
    - (B) Should the SCA approve the club's application, each team must provide a new amended team list prior to the commencement of the second day of the match.
  - (iv) The SCA may approve the replacement of a player who has been injured in the course of playing for or practising with a representative team, together with subsequent replacements in lower grades, upon prior written application.
  - (v) The SCA may approve the replacement of a representative player who has been instructed to rest as a result of Cricket NSW-prescribed workload management and planning, together with subsequent replacements in lower grades, upon prior written application.
  - (vi) The SCA will consider any emergency application arising from a late change to a replacement team, or altered requirements of Cricket Australia, NSWCA or SCA, upon receipt of the application.

- (vii) The captain is responsible for informing the opposing team and umpires of any approved team change.
- (d) Rights of Replaced and Replacing Players
  - (i) Where a replaced player has batted and been dismissed, the replacing player may not bat in that innings.
  - (ii) Where a replaced player has begun an innings and is not out, the replacing player must continue that innings.
  - (iii) Where a replaced player has begun but not completed an over, the replacing player must complete that over.
  - (iv) In all circumstances, the replacing player has the full rights of the replaced player, including the right to act as a team captain.

**1.1.3 Law 1.2 (Nomination of players)** shall be replaced as follows.

- (a) Exchange of Team Sheets
  - (i) Each captain, before tossing, must give to the other captain a list of 11 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, as set out in Law 1 (The Players) and Law 13 (Innings).
  - (ii) Where a team includes a replacement player under Playing Condition 1.1.2, that player is also to be nominated on the team list.
  - (iii) Where a replacement player is approved for the second scheduled day after the first day's play has taken place, a new team list must be provided before the commencement of play on the second day.
  - (iv) The team list must identify all players under 19, 17, 15 or 14 years of age on 31 August prior to the cricket season in question, in the area provided.
  - (v) Where no play was possible after the toss has been taken on the first day of a match, the second day becomes a new match under Game 2 or Game 3, and new team lists are to be exchanged and a new toss taken.
- (b)
  - (i) All team lists are to be handed to one umpire prior to the commencement of play, who will retain them until the end of the season.
  - (ii) Should there be no SCA-appointed umpire(s) present, each captain shall retain the opposing team's list until the end of the season.

**1.1.4 Post-Match Meeting (Premier First Grade and Premier Second Grade Matches Only)**

- (a) Within 20 minutes after the conclusion of each match, both team captains, both officiating umpires, and a facilitator appointed by the home club shall meet for the purpose of reviewing the match's conduct. That meeting shall be conducted in accordance with guidelines determined and distributed by the SCA (refer page 7).
- (b) Each club shall appoint a suitably-skilled person to set the tone for a balanced and constructive meeting in accordance with the guidelines as set out on page 7.

**1.1.5 Protective Equipment - The Batsman**

- (a) Any player aged under 16 years on 31 August prior to the cricket season in question must wear protective equipment at all times while batting. Such

protective equipment is defined as a British Standard (BS7928:2013) helmet, protector, leg-guards and batting gloves.

- (b) Refer also Protective Equipment Recommendations on page 168.

#### **1.1.6 Clothing**

- (a) The design of clothing worn by players representing teams in scheduled SCA matches is subject to the provisions of the SCA's Apparel Policy.
- (b) The wearing of coloured clothing and advertising logos on players' clothing is permitted subject to the prior approval of the SCA.

#### **1.1.7 Use of Ineligible Player**

Refer Playing Condition 1.16.11.

#### **1.1.8 Shires Salary Cap**

Each club participating in the Shires Competition is bound by the terms and conditions of the Shires Salary Cap Agreement.

- 1.2 LAW 2 (THE UMPIRES)** shall apply subject to the deletion of Law 2.2 (Change of umpire) and amendment of Law 2.1 (Appointment and attendance) as follows.

#### **1.2.1 Two SCA-Appointed Umpires Present**

- (a) Where two SCA-appointed umpires are present, they shall officiate together for the duration of play.
- (b) Subject to Law 2 (The Umpires), those umpires shall be the sole judges of the fitness of the ground, weather and light for play.

#### **1.2.2 Only One SCA-Appointed Umpire Present**

- (a) Where only one SCA-appointed umpire is present that umpire shall officiate at the non-striker's end only.
- (b) Subject to Law 2 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather and light for play.
- (c) Where only one SCA-appointed umpire is present at the scheduled match commencement time and the captains are unable to agree on the appointment of another, the SCA-appointed umpire present shall appoint an umpire to officiate until another SCA-appointed umpire is able to commence duty.

#### **1.2.3 No SCA-Appointed Umpire Present**

- (a) Where no SCA-appointed umpire is present, the captains shall appoint umpires. Any such umpire shall have first registered with the SCA by completing an SCA registration form, which the captain's club shall submit to the SCA prior to his appointment as an umpire.
- (b) Those captains shall be the final judges of the fitness of the ground, weather and light for play.
- (c) 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.

- 1.2.4 Law 2.3 (Consultation with captains)** shall apply subject to the related meeting with the captains taking place on the field of play and incorporating the toss for choice of innings and the nomination of players, including the correct nomination of any replacement player.

**1.2.5 Law 2.7 (Fitness for play)** shall apply subject to the following.

## (a) Artificial Lighting

The use of artificial light to supplement natural daylight, in any match, is not permitted, except with the prior permission of the SCA.

## (b) Lightning

(i) 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.

(ii) 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 lightning 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.

## (c) Extreme Heat

Refer Extreme Heat Policy on page 40.

## (d) The Pitch and Ground Preparation

(i) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.

(ii) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, the host club shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable. In appropriate circumstances, this Playing Condition may oblige the host club to prepare and make ready a substitute pitch.

## (e) Match Pitch

Where the umpires decide that a pitch is unreasonable or dangerous for play, the following procedure shall be followed:

(i) Where both captains agree to play on another pitch, the captains shall note their agreement on their Match Reports, and advise the umpires, and the match shall continue on that pitch, and the match result shall stand.

(ii) Where both captains do not agree to play on another pitch, the match shall be either abandoned, or played under protest (subject to 1.2.5 (d) (iii) below). If the match is played under protest:

(A) The protesting captain shall advise the umpires and opposing captain prior to the continuation of play; and

(B) Each umpire, and each captain's club, shall advise the SCA in writing of the reasons for either not playing, or playing under protest, within 1 working day.

(iii) The right to protest shall cease if the protesting team has gained any competition points from the result of the match.

## (f) Rain

After an interval or interruption, subject to the other provisions of Law 2.8, play will resume unless the Umpires together agree that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.

(g) Responsibilities of umpires

Subject to Law 2 (The Umpires) and Playing Condition 1.2, SCA-appointed umpires are the sole judges of the fitness of the pitch, ground, weather and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

(h) Light Meters

The use of Light Meters, if available, shall be applied as a benchmark for the remainder of a stoppage to determine whether there has been, at any stage, a deterioration or improvement in the light.

**1.3 LAW 3 (THE SCORERS)** shall apply subject to the following.

A printed or handwritten score record shall be available, at all times during play. Any scorer wishing to score by computer shall, prior to play, fully charge the battery; during inclement weather, power the computer or device only by battery; at the end of every over, save all records; during every scheduled interval, print a full score record; and at all times carry a spare ink cartridge, file storage device and scoresheets.

**1.4 LAW 4 (THE BALL)** shall apply subject to the following.

**1.4.1 Law 4.2 (Approval and control of balls)**

(a) *Balls used in all competitions of two days duration shall be red four-piece, first-quality Kookaburra "Regulation" only.*

(b) Premier First Grade only - The umpires shall retain possession of the match ball throughout the duration of the innings when play is not actually taking place (including at the end of the first day's play in the event that the innings is incomplete). During play, the umpires shall periodically inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

(c) All competitions (excluding Premier First Grade) - The umpires shall retain possession of the match ball throughout the duration of the innings when play is not actually taking place; however, the umpires shall not take possession of the ball in use at the completion of each day's play.

(d) Shires Competition only – a red Kookaburra Senator 4-piece ball is permitted in Shires Third Grade and Shires Fourth Grade matches only.

(e) Law 4.2.1 shall not apply in any grade.

**1.4.2 Law 4.3 (New ball)**

Law 4.3 is varied by the suspension of the right of the captain of the batting team to demand the use of a new ball at the commencement of its second innings.

**1.4.3 Law 4.5 (Ball lost or becoming unfit for play)**

a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a Kookaburra "Regulation" ball that has had a similar amount of wear (subject to 1.4.3 (c) and 1.4.3 (e) below).

b) In the event that a suitable Kookaburra "Regulation" ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement "Regulation" ball becomes available.

c) The two captains may agree to continue play with any Kookaburra "Regulation" ball, in the event that a ball with a similar amount of wear is not available.

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- d) Subject to 1.4.3 (b) above, the number of overs and/or time lost whilst play has been suspended shall be added on to the last session. The period for which play is suspended shall not count as part of playing time. Note – Playing Condition 1.12.3 (b) shall take precedence over this Playing Condition.
- e) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition and colour, for use if required.

**1.5 LAW 5 (THE BAT)** shall apply.

**1.6 LAW 6 (THE PITCH)** shall apply subject to the following.

No match shall be played on a synthetic pitch.

**1.7 LAW 7 (THE CREASES)** shall apply.

**1.8 LAW 8 (THE WICKETS)** shall apply.

**1.9 LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA)** shall apply subject to the following.

### **1.9.1 General**

For each day of each match, the playing area must always be prepared to the best-possible standard.

### **1.9.2 Match played on consecutive days (e.g. Saturday/Sunday)**

Prior to the match's second day, the pitch shall not be rolled for more than 7 minutes, and such rolling shall not commence more than 30 minutes prior to the scheduled commencement of play. In other words a pitch shall not receive unlimited rolling after a match has commenced, and match umpires will be able to supervise all pitch rolling after a match has commenced, and only vary such procedures as permitted by the Laws of Cricket.

### **1.9.3 Law 9.4 (Watering the Pitch)**

The pitch shall not be watered on match days.

**1.10 LAW 10 (COVERING THE PITCH)** shall apply subject to the amendment of Law 10.2 (During the match) as follows.

### **1.10.1 General**

All participants in every match are to strive to maximise opportunities to play.

### **1.10.2 Pitch Covers**

- (a) Pitch covers are to be made available and used for all matches, unless the permission of the SCA has been granted to the contrary.
- (b)
  - (i) The pitch and bowlers' approaches must be entirely protected against rain up to the commencement of play and for the duration of the match.
  - (ii) Pitch covers must be laid as late as possible overnight prior to each day's play and, if the weather is fine, raised as early as possible the next morning.
  - (iii) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.
  - (iv) If on consecutive days, the same match is continuing, or separate matches between the same clubs are to take place, then at the conclusion of each preceding day's play, the officiating umpires and visiting captain shall satisfy themselves

that the covers have been properly laid prior to the following day's play.

- (c) It is the responsibility of the home club to immediately advise the secretary of the opposing club, by telephone, when, for any reason, it is not possible to lay pitch covers overnight prior to any day's play. If the home club is unable to advise the secretary of the opposing club as set out above, it must send an SMS or email to the secretary of the opposing club and to the SCA.
- (d) Pitch covers are to be laid at the same time each day and raised at the same time each day, except as required by wet or threatening weather or when the condition of the pitch is such that laying covers will have a no, or a detrimental effect upon the pitch.

### **1.10.3 Form of Pitch Covering**

All pitch covers are to be appropriate and, unless the prior written permission of the SCA has been granted to the contrary, they are to be:

- (a) a minimum of 30m x 10m in size, to cover pitch and bowlers' approaches;
- (b) made of a suitable material (not single layer landscaper's plastic);
- (c) used over a hessian underlay, which covers the pitch area; and
- (d) used in accordance with methods approved and distributed by the SCA (refer page 142).
- (e) Premier Competition, for all matches played at a club's First Grade ground - pitch covers must provide full square-protection.
- (f) Shires Competitions only - a match-pitch undercover (min 3m x 22m) must be laid, as well as the main cover and hessian underlay, in all matches, unless the prior permission of the SCA has been granted.

### **1.10.4 Sponge Rollers**

- (a) A separate sponge roller must be available for every match in every grade.
- (b) A sponge roller may be used at any necessary time. Such use does not constitute rolling of the pitch under Law 9.
- (c) Sponge rollers may be used, whether the covers are in place on the pitch or not, to remove surface water so as to enable play to commence, or recommence, as soon as possible.

## **1.11 LAW 11 (INTERVALS) shall apply subject to the following.**

### **1.11.1 Law 11.2.2 (Duration of intervals)**

The 10-minute interval between innings shall result in a reduction in the minimum quota of overs by two (2) overs (refer 1.17.1 (c)).

### **1.11.2 Law 11.2.1 (Duration of intervals)**

- (a) Luncheon Interval – Premier First Grade and Premier Second Grade
  - (i) The luncheon interval is 40 minutes, computed from the end of the over in progress at 12:30pm.
  - (ii) No luncheon interval is to be taken where there is no play before 12:30pm on either day.
  - (iii) Where play commences late, but prior to 12:30pm, the luncheon interval is to be moved back 30 minutes for each whole 30 minutes delay in the start of play, to a maximum of 90 minutes.

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- (b) Afternoon Tea Interval – Premier First Grade and Premier Second Grade
  - (i) The afternoon tea interval is 20 minutes, computed from the end of the over in progress at 3:10pm.
  - (ii) Where play commences after 3:10pm, no afternoon tea interval is to be taken.
  - (iii) Where play commences between 12:30pm and 3:10pm, 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.
  - (iv) Where play commences late, but prior to 12:30pm, the afternoon tea interval is to be moved back 30 minutes for each whole 30 minutes delay in the start of play, to a maximum of 90 minutes.
  - (v) The two captains may not agree to forgo the afternoon tea interval.
- (c) Afternoon Tea Interval – Premier Third Grade to Premier Fifth Grade and Shires First Grade to Shires 4th Grade.
  - (i) The afternoon tea interval is 30 minutes, computed from the end of the over in progress at 2:40pm.
  - (ii) Where play commences after 2:40pm, no afternoon tea interval is to be taken.
  - (iii) Where play commences between 1:00pm and 2:40pm, 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.
  - (iv) The two captains may not agree to forgo the afternoon tea interval.

### **1.11.3 Law 11.8.1 (Intervals for drinks)** shall apply subject to the following.

Captains should ensure drinks are ready at least 5 minutes prior to any scheduled drinks interval.

### **1.11.4 Law 11.8.4 (Last hour)** shall not apply.

### **1.11.5 Law 11.7 (Lunch or tea interval – 9 wickets down)** shall apply.

## **1.12 LAW 12 (START OF PLAY; CESSATION OF PLAY)** shall apply subject to the following.

### **1.12.1 Amendment to Match Date(s) or Venue**

- (a) Match dates and venues may only be amended with the permission of the SCA. Any club wishing to amend the dates or venue of a match must first apply in writing to the SCA, setting out the reasons for that application. Applications must be received by the SCA at least 48 hours prior to the scheduled start of the match.
- (b) In the event of wholly unforeseen circumstances 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 SCA Secretary or an SCA Committee Member. The result of that match shall be subject to subsequent ratification by the SCA.
- (c) For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

### **1.12.2 Loss of Entire First Day's Play**

- (a) Where there is no play on the first scheduled day in all matches in a specific grade due to weather conditions, play in those matches shall commence on the second scheduled day at 10:00am. Those matches shall be played under the provisions of Game 3.

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- (b) Where there is no play on the first scheduled day of a match due to weather conditions, but play commenced in at least one other match in that grade, play shall commence on the second scheduled day at 9:30am. Such match shall not be a Limited-Overs match, and shall be played under the provisions of Game 2.
- (c) Where on the first scheduled day of a match, the venue is unavailable through circumstances other than weather conditions, play in such a match shall commence on the second scheduled day at 9:30am. Such match shall not be a Limited-Overs match, and shall be played under the provisions of Game 2. Upon application by the competing clubs, the SCA may declare any such match to be played under the provisions of Game 3.

### **1.12.3 Playing Hours**

- (a)
  - (i) In Premier First Grade and Premier Second Grade, scheduled playing time is from 10:30am to 5:30pm.
  - (ii) In Premier Third Grade to Premier Fifth Grade and Shires First Grade to Shires Third Grade, scheduled playing time is from 12:15pm to 5:30pm.
  - (iii) In Shires Fourth Grade, scheduled playing time is from 12:30pm to 5:30pm.
- (b) Play will continue on each match day until the minimum quota of overs has been completed. However, on the first scheduled day of the match, play shall not continue after the completion of the over in progress at 6:30pm, subject to 1.12.3 (d) below.
- (c) Where the minimum quota of overs has been completed prior to the scheduled or rescheduled finishing time, play will continue until that scheduled or rescheduled finishing time, subject to 1.12.3 (d) below.
- (d) On the first day of a match, play shall not continue if a batsman is dismissed or retires during an over with less than 3 minutes of playing time remaining, or any time thereafter, providing the minimum quota of overs has been bowled.
- (e) Completion of last over of match - The over in progress at the close of play on the final day shall be completed unless either (i) a result has been reached or (ii) the players have occasion to leave the field. In this case there shall be no resumption of play except in the circumstances of Law 16.9 (Mistakes in scoring) and the match shall be at an end.
- (f) For all matches played during non-daylight saving periods, every time specified in these rules shall be brought forward 1 hour.

### **1.12.4 Cessation of Play**

- (a) On the second day of a Premier First Grade or Premier Second Grade match, play shall continue until at least 3:30pm, unless an outright result is obtained before that time.
- (b) On the second day of a Premier Third Grade, Premier Fourth Grade, Premier Fifth Grade or a Shires Competition match, play shall continue until at least 3:10pm, unless an outright result is obtained before that time.

### **1.12.5 Law 12.4 (Starting a new over)** shall apply subject to the following.

Play will continue after the scheduled close of play, if necessary, to achieve the minimum quota of overs. However, on the first scheduled day of the match, play

## **GAME 1 - TWO-DAY PRELIMINARY ROUND MATCHES**

shall not continue after the completion of the over in progress at 6:30pm. (Refer also Playing Condition 1.17.1 Quota of Overs).

### **1.12.6 Law 12.5 (Completion of an over)** shall apply subject to the following.

Where a wicket falls in the last over after the scheduled cessation time, but the quota of overs has not been achieved, the over must be completed in order to complete the minimum number of overs.

### **1.12.7 Late Starts**

Umpires are to note in their Match Reports any late start to play and the reason for the delay.

### **1.12.8 Loss of Entire Day's Play or Ground Closed**

Where there is no play on a scheduled day in any match, the home club must complete and submit to the SCA a report setting out the reasons why play was not possible.

### **1.12.9 Law 12.6, Law 12.7 & Law 12.8 (Last hour of match)** shall not apply.

## **1.13 LAW 13 (INNINGS)** shall apply subject to the following.

### **1.13.1 The Toss**

The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 30 minutes before the scheduled or any rescheduled time for the match to start. The captain winning the toss must immediately notify the opposing captain and the umpires of his decision to bat or bowl. Note the provision of Law 1.3 (Captain).

## **1.14 LAW 14 (THE FOLLOW-ON)** shall apply.

## **1.15 LAW 15 (DECLARATION AND FORFEITURE)** shall apply subject to the following.

- (a) No team shall be permitted to forfeit its first innings.
- (b) No team shall be permitted to declare its first innings closed until it has avoided the appropriate follow-on total.

## **1.16 LAW 16 (THE RESULT)** shall apply subject to the following.

### **1.16.1 Competition Points**

- (a) Points shall be awarded for results gained, as follows-

<b>Code</b>	<b>Result</b>	<b>Points</b>
1	Outright win after leading on first innings	10
2	Outright win after tying on first innings	8
3	Outright win after trailing on first innings	6
4	Outright tie after leading on first innings	7
5	Outright tie on both first and second innings	5
6	Outright tie after trailing on first innings	3
7	Win on first innings	6
8	Tie on first innings	3
9	Draw or no result (Premier Cricket only)	1
10	Loss on first innings	0
11	Outright loss after leading on first innings	4
12	Outright loss after tying on first innings	2
13	Outright loss after trailing on first innings	0

- (b) Any team that receives a bye shall be awarded 6 points, subject to a result on first innings being achieved in one-third or more of matches in that grade in that round. In the event that such a result is achieved in fewer than one-third of matches, that team shall be awarded 0 points.

- (c) A result under the provisions of Playing Condition 1.16.5(e) shall be considered a result on first innings.

**1.16.2 Premiership Positions**

- (a) (i) In all competitions, points gained and lost in all preliminary rounds shall count towards positions in the premiership table.
- (ii) Points gained in the Premier First Grade Limited-Overs competition shall count towards the Premier First Grade competition table.
- (iii) In each grade, all teams shall be ranked according to their relative positions after the preliminary rounds.
- (b) (i) 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.
- (ii) A team's quotient shall be its batting average divided by its bowling average. The batting average for a team shall be obtained by dividing the total number of runs scored by it, by the total number of wickets lost. The bowling average for a team shall be obtained by dividing the total runs scored against it, by the total number of wickets taken.
- (iii) A team that declares its innings closed shall be deemed to have lost the number of wickets that have actually fallen.
- (iv) A team that forfeits its innings shall be deemed to have lost no wickets.
- (v) A team that is dismissed shall be deemed to have lost 10 wickets. A team is considered dismissed even if batsmen are absent, ill or injured.

**1.16.3 Club Championship**

- (a) (i) The Premier Club Championship shall comprise teams competing in the First Grade to Fifth Grade, Kingsgrove Sports T20 Cup, Poidevin-Gray Shield and AW Green Shield competitions.
- (ii) In the Premier Club Championship, competition points gained by each team shall be multiplied by six in First Grade and Kingsgrove Sports T20 Cup, five in Second Grade, four in Third Grade and the Poidevin-Gray Shield competition, three in Fourth Grade and the AW Green Shield competition, and two in Fifth Grade.
- (b) (i) The Shires Club Championship shall comprise teams competing in the Shires First Grade to Shires Fourth Grade and Frank Gray Shield competitions.
- (ii) In the Shires Club Championship, competition points gained by each team shall be multiplied by six in Shires First Grade, five in Shires Second Grade, four in Shires Third Grade and the Frank Gray Shield competition, and three in Shires Fourth Grade.
- (c) The Premier club and the Shires club with the highest total number of preliminary round points shall be declared the winners of the respective Club Championships.

- (d) If two or more clubs have an equal number of points at the conclusion of the preliminary rounds, they shall become joint winners of the Club Championship, or jointly occupy a position on the final table.

**1.16.4 Captain's Match Report**

- (a) It is the responsibility of each captain and, in turn the captain's Club, to submit electronically by 12:30pm on the Wednesday following each match, a captain's Match Report. in the MyCricket cricket management system.
- (b) The captain's Match Report must be completed only after the scorers have agreed on all scores.
- (c) Assessments on the performance of the officiating SCA-appointed umpire(s). As it is on the basis of captains' assessments that all umpires are appointed to, or retained on, the various panels, an objective and accurate assessment is sought from each captain.
- (d) The captain's Match Report must be correctly and fully completed by the captain.
- (e) The captain's Match Report is required for each and every match, regardless of whether or not there was any play.
- (f) Should any captain's Match Report be incorrect or incomplete, the club in question shall be requested to correct or complete the match report.
- (g) A penalty of \$50 per team per match may be imposed on any club which fails to comply with Playing Condition 1.16.4. A further penalty of \$50 may be imposed for each additional week that any report remains outstanding.

**1.16.5 SCA Rule 22 (Investigations of Matches, Protests and Disputes)**

- (a) Any club wishing the SCA to adjudicate on any dispute in connection with any match shall, within 1 working day after the dispute has arisen, forward to the SCA a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club.
- (b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, the SCA has the power to investigate the circumstances of any match in such manner as in its absolute discretion the SCA thinks fit, under the provisions of SCA Rule 22 and these Playing Conditions.
- (c) **Contrived Result** - The SCA has the authority to investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have colluded to contrive the result of a match, or if it suspects that a competing team has unreasonably declared or forfeited an innings in the match. If the SCA decides to carry out an investigation, it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player, and will give the opportunity to be heard to interested parties, including representatives of both teams involved.
- (d) After carrying out such an investigation, the SCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
  - (i) was unfair and could have influenced the outcome of the match;  
or
  - (ii) was unfair to any teams in the same competition; or

- (iii) was unfair, in the context of the Club Championship, to any of the clubs in the same competition.
- (e) The SCA's powers include, but are not limited to, the power to -
  - (i) award a match to one team, or both teams jointly;
  - (ii) deduct such competition points from, or award competition points to, either team in a match, as the SCA in its absolute discretion thinks fit;
  - (iii) amend or extend the scheduled hours of play in a match;
  - (iv) commence or continue a match on an adjoining pitch, or at another venue;
  - (v) give such directions to the host club, regarding the manner in which work should be carried out on a pitch and ground, as the SCA in its absolute discretion thinks fit; and
  - (vi) fine, suspend or disqualify a player or club.

**1.16.6 Nomination of Players (Playing Condition 1.1.3)**

The refusal by a captain or his deputy to exchange team lists prior to the toss renders the offending team liable to being considered by the SCA to have conceded the match.

**1.16.7 Fitness of Ground, Weather and Light (Playing Condition 1.2.5)**

- (a) The SCA may, as soon as is reasonably practical, investigate whether the pitch and ground for any match has been prepared both to the best possible standard.
- (b) In its investigation, the SCA may without limitation consider all surrounding circumstances, including:
  - (i) the condition of the pitch and ground, both at the time and during previous matches;
  - (ii) weather conditions, both at the time and prior to the match;
  - (iii) the method and use of pitch protection and ground preparation equipment; and
  - (iv) the likelihood of the pitch and ground being made ready for play in time to achieve a result or further result in the match.

**1.16.8 Covering the Pitch (Playing Condition 1.10)**

- (a) A team that has breached the above Playing Condition may be penalised 6 points, and may be deemed to have lost the match.
- (b) The opposing team may receive up to a maximum of 10 points, and may be deemed to have won the match.

**1.16.9 Law 16.3 (Umpires awarding a match)**

- (a) The team that is awarded a match may receive up to a maximum of 10 points, and the opposing team may be penalised up to a maximum of 6 points.
- (b) Where a match is awarded against a team, any other team of that club which, in that round, plays a match in a grade lower than that team may gain no points from its match, unless play has commenced in the match which has been awarded.

**1.16.10 Law 16.8 (Correctness of result)**

In any match, the captains shall be responsible for ensuring that the scorebooks 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.

**1.16.11 Use of Ineligible Player**

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

- (a) the team concerned may be regarded as having lost the match or matches in which such player participated, and may forfeit any points gained;
- (b) the opposing team may receive up to a maximum of 10 points;
- (c) where the team concerned gained no points from the match, 6 points may be deducted; and
- (d) the SCA or the NSW Cricket Board may take further action against the club or player concerned, if it deems fit.

**1.16.12 Right of Appeal**

A club may appeal to the NSW Cricket Board against any determination by the SCA arising from a match in which it competed, in accordance with the SCA's Rules.

**1.16.13 Input of Match Scorecard (MyCricket)**

Shires Competition only.

**Team lists;** all clubs are required to enter their teams in MyCricket by Friday evening in order to facilitate the MyCricket Scorer App;

**Summary scores;** to allow for publication in Monday's newspapers, match scores and leading individual performers must be entered in MyCricket by no later than 7.00pm on Sundays.

**Scorecards;** full scorecards (including batting, bowling & fielding analysis) must be entered within 48 hours of the completion of the match.

**1.17 LAW 17 (THE OVER)** shall apply subject to the following.**1.17.1 Quota of Overs**

- (a)
  - (i) In Premier First Grade and Premier Second Grade only, the minimum quota for each day is 96 overs, provided there is no interruption to scheduled playing time subject to 1.17.1 (c).
  - (ii) In Premier Third Grade to Premier Fifth Grade and Shires First Grade to Shires Third Grade, the minimum quota for each day is 80 overs, provided there is no interruption to scheduled playing time subject to 1.17.1 (c).
  - (iii) In Shires Fourth Grade, the minimum quota for each day is 75 overs, provided there is no interruption to scheduled playing time subject to 1.17.1 (c).
- (b) Where the commencement of play on either scheduled day is delayed, or there is any interruption(s) to that day's play, the minimum quota is reduced by one over for each 3.75 minutes of scheduled playing time lost, subject to 1.17.2 below (refer Table 2 on page 36).

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- (c) Each change of innings shall result in a reduction in the minimum quota of overs by two (2) overs, except that no overs shall be deducted if the change of innings occurs wholly during a break in play due to weather, or a luncheon or tea interval, or if the change of innings is the result of a team forfeiting its innings.
- (d) Where there is a change of innings on either scheduled day, the minimum quota of overs for a new innings shall be calculated:
  - (i) by deducting from the daily minimum quota, any overs bowled and any over reductions for loss of play and the change of innings (no deductions are made for the change of innings if it is wholly contained within a break in play due to weather, or a luncheon or tea interval);  
or, if higher:
  - (ii) by calculating one full over to be bowled for each 3.75 minutes (or part thereof) of time remaining.
- (e) Any over that has commenced will constitute a full over for the purpose of determining the minimum daily quota of overs.
- (f) Where playing time is lost after the scheduled close of play, the deduction will be continued, or commenced, at the same rate.
- (g) Where a wicket falls in the last over after the scheduled cessation time, but the quota of overs has not been achieved, the over must be completed in order to complete the minimum number of overs. If the last actual over of the day's play is not completed, it shall be completed at the commencement of the following day's play, prior to commencement of the minimum quota of overs for that day's play.

### **1.17.2 Loss of Playing Time**

Where the commencement of play is delayed, or there is any interruption(s) to play due to ground, weather, light or any other unforeseen circumstance:

- (a) The minimum quota of overs to be bowled that day is:
  - (i) unaffected for the first (aggregate) 60 minutes of scheduled playing time lost; and
  - (ii) reduced by one over for each 3.75 minutes of scheduled playing time lost thereafter (refer Table 2 on page 36).
- (b) The finishing time is adjusted by the period of scheduled playing time lost, up to a maximum of 60 minutes.
- (c) *In Premier First Grade and Premier Second Grade:*
  - (i) Where fewer than 73 overs are commenced on the first day due to ground, weather or light conditions, play will resume on the second day at 9:30am. The second day is played under Game 2.
  - (ii) Where changes of innings prevent 73 overs being commenced, which otherwise would have been achieved, this Playing Condition does not apply.
  - (iii) *Where more than 72 overs were bowled on the match's first day but less than the required minimum 96 overs were bowled due to ground, weather or light conditions, additional time and overs of up to a maximum of 24 overs shall be added to the scheduled playing hours for the next day's play as required (to make up as much lost time as possible). Refer table 4A on page 37.*

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- (d) In Premier Third Grade to Premier Fifth Grade and Shires First Grade to Shires Fourth Grade-
  - (i) Where fewer than 41 overs are commenced on the first day due to ground, weather or light conditions, play will resume on the second day at 9:30am. The second day is played under Game 2.
  - (ii) Where changes of innings prevent 41 overs being commenced, which otherwise would have been achieved, this Playing Condition does not apply.

### **1.17.3 Minimum Over Rates**

- (a) In any innings of 210 minutes duration or more, the bowling team must have completed, or have commenced the last of, the minimum number of overs required to be bowled in the time taken for that innings (refer Table 1A on page 35).
- (b) Failure to bowl the minimum number of overs set out in Table 1A will render the bowling team liable to a penalty of 0.1 points for each such over not bowled, which shall be deducted from a team's season competition points, immediately a team has accumulated 10 such overs for the season, and which shall continue to be deducted for all overs not bowled in any future innings.
- (c) Notwithstanding (b) above, if the SCA-appointed umpires determine that any shortfall in the minimum number of overs to be bowled as set out in Table 1A, was reasonable on the part of the bowling side, then no penalty, or reduction in the 9 credit overs as set out in (b) above, shall apply.
- (d) Notwithstanding (b) above, a penalty or reduction in the 9 credit overs shall apply only when the last actual over of a day's play is commenced after the time scheduled or rescheduled for stumps on that day, and the SCA-appointed umpires indicate in their Match Report that a penalty shall apply, and advise the captain or Official of the bowling team, on that day, of that penalty or reduction. In the absence of the captain or Official the umpire must instead advise the SCA in writing within 1 working day of the match's completion.
- (e) To assist in the application of this Playing Condition, the time taken for any interval as listed under Law 11.1 (including the intervals for drinks) shall not be part of playing time. The interval for drinks is classed as a scheduled break.
- (f) The captain, or his nominated deputy, may question and discuss with the umpires any over-rate penalty to be applied, but must do so before leaving the ground at the end of the relevant day's play. The SCA does not have the authority to review any penalty applied by the umpires under this playing condition.

### **1.17.4 Restrictions on Underage Bowlers**

- (a) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play as set in the following table-

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	8	20
Under 17	6	16
Under 15	5	10
Under 14	4	8

- (b) Length of Break
- (i) All Grades including Age competitions - The break between spells is to be a minimum of 30 minutes (including the luncheon and tea intervals and any interruptions to play).
  - (ii) A bowler who has bowled a spell of less than the maximum spell permitted for his age (defined in (a) 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. Following the completion of the extended spell, the normal break of 30 minutes between spells shall apply and the break within the spell is disregarded.
  - (iii) If a change of innings occurs, and a bowler commences bowling in the new innings within 30 minutes of bowling in the previous innings, this shall be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.
  - (iv) If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits. If this over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.
- (c) Change of Bowling Type
- Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
- (i) if the bowler begins with medium pace (or faster), the bowler is subject to the Playing Condition throughout the day; and
  - (ii) if the bowler begins with slow bowling and changes to medium pace (or faster), the Playing Condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.
- (d)
- (i) It is the responsibility of the fielding captain to ensure that this Playing Condition is upheld. The umpires will assist in maintaining records to enable the enforcement of this Playing Condition together with the Scorers of the match. Scorers must notify the umpires and fielding captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Playing Condition.
  - (ii) If the umpires become aware of a breach of this Playing Condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
  - (iii) Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the umpires shall make the final decision on its application based on information available from the Scorers and other sources.

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Examples (all assuming bowlers aged 16, and bowling fast, unless otherwise indicated):

1. A bowler bowls 4 overs, and is taken off by the captain. He is brought back from the other end after 15 minutes. He may bowl a further 2 overs, after which he cannot bowl for at least 30 consecutive minutes.
2. A bowler bowls 5 overs, and is then taken off. He returns to bowl 75 minutes later. This is considered a new spell, and he can bowl 6 overs in that spell (subject to his daily limit).
3. A bowler bowls 4 overs, and the players then take a 40-minute luncheon interval. He resumes bowling on resumption (a total of 44 minutes since he last bowled. This is considered a new spell, and he can bowl 6 overs in that spell (subject to his daily limit).
4. A bowler who bowls 6 overs just prior to the end of a day can resume on the next playing day with a new bowling spell, and has a limit on that day of 16 overs.
5. A bowler bowls 10 overs of slow bowling, and then continues his spell, but bowls 2 overs of pace bowling. He then reverts to slow bowling. He is limited to a spell of 6 overs from the time he commenced pace bowling, after which time a break of 30 minutes is required before he can bowl further. The overs bowled prior to his pace overs are ignored totally from both his "bowling spell" and daily limits, but further overs of slow bowling after his pace overs are treated as though they were still being bowled at pace.

**1.18 LAW 18 (SCORING RUNS)** shall apply.

**1.19 LAW 19 (BOUNDARIES)** shall apply.

**1.20 LAW 20 (DEAD BALL)** shall apply.

**1.21 LAW 21 (NO BALL)** shall apply subject to related SCA policy regarding doubtful bowling actions. (Refer page 165).

**1.21.1 LAW 21.10 (Ball bouncing over head height of striker)** shall not apply.

**1.22 LAW 22 (WIDE BALL)** shall apply.

**1.23 LAW 23 (BYE AND LEG BYE)** shall apply.

**1.24 LAW 24 (FIELDER'S ABSENCE; SUBSTITUTES)** shall apply subject to the following.

**1.24.1 Use of Ineligible Player**

Refer Playing Condition 1.16.11.

**1.24.2 Fielder Absent or Leaving the Field** (Law 24.2 shall be replaced by the following).

- (a) If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 24.4). The umpire shall give such consent as soon as practicable.
- (b) If the player is absent from the field for longer than 8 minutes:
  - (i) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent. In the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.

- (ii) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
- (c) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- (d) This restriction shall not apply at the commencement of a new day's play.
- (e) In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

**1.24.3 Concussion Substitute**

*Refer Concussion Substitute Policy on page 40.*

**1.25 LAW 25 (BATSMAN'S INNINGS; RUNNERS)** shall apply subject to the following.

**1.25.1 Batsman Retiring**

- (a) An injured batsman who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- (b) Where an injury occurs to a batsman involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batsman to obtain treatment. If the batsman is unable to resume after the five minutes he shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- (c) A team is considered dismissed and deemed to have lost 10 wickets, even if batsmen are absent, ill or injured.

**1.25.2 Concussion Substitute**

*Refer Concussion Substitute Policy on page 40.*

**1.26 LAW 26 (PRACTICE ON THE FIELD)** shall apply.

**1.27 LAW 27 (THE WICKET-KEEPER)** shall apply subject to the following.

**1.27.1 Protective Equipment – The Wicket-Keeper**

Any player aged under 16 years on 31 August prior to the cricket season in question must wear a British Standard (BS7928:2013) helmet, at all times when wicket-keeping up to the stumps.

Refer also Protective Equipment Recommendations on page 168.

**1.28 LAW 28 (THE FIELDER)** shall apply subject to the following

**1.28.1 Protective Equipment - The Fielder**

- (iii) Any player aged under 16 years on 31 August prior to the cricket season in question must wear protective equipment at all times while fielding within seven metres of the striker, except when fielding behind the wicket on the off-side, or as a wicket-keeper standing back from the stumps. Such protective equipment

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is defined as a British Standard (BS7928:2013) helmet and protector. (Refer also Playing Condition 1.1.5 Protective Equipment - The Batsman

(iv) Refer Protective Equipment Recommendations on page 168.

- 1.29 LAW 29 (THE WICKET IS DOWN)** shall apply.
- 1.30 LAW 30 (BATSMAN OUT OF HIS/HER GROUND)** shall apply.
- 1.31 LAW 31 (APPEALS)** shall apply.
- 1.32 LAW 30 (BOWLED)** shall apply.
- 1.33 LAW 33 (CAUGHT)** shall apply.
- 1.34 LAW 34 (HIT THE BALL TWICE)** shall apply.
- 1.35 LAW 35 (HIT WICKET)** shall apply.
- 1.36 LAW 36 (LEG BEFORE WICKET)** shall apply.
- 1.37 LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 1.38 LAW 38 (RUN OUT)** shall apply.
- 1.39 LAW 39 (STUMPED)** shall apply.
- 1.40 LAW 40 (TIMED OUT)** shall apply.
- 1.41 LAW 41 (UNFAIR PLAY)** shall apply subject to the following.
  - 1.41.1 Law 41.11 (Damaging the pitch – the protected area)**
    - (a) In order to assist in the protection of pitch surfaces, all batsmen, bowlers and wicketkeepers must wear spiked footwear.
    - (b) Non-spiked footwear may only be worn during any match:
      - (i) where a player provides a certificate from a registered medical practitioner or physiotherapist stating that wearing of spiked footwear would be detrimental to the player's physical well-being;
      - (ii) other than Premier First Grade or Premier Second Grade, where the player concerned has been chosen as a late selection to fill a vacancy, and that player is not a regular Premier or Shires player.
    - (c) The umpires shall report any breach of this Playing Condition to the relevant captain at the end of the day's play.
  - 1.41.2 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries)**
    - (a) A bowler shall be limited to two fast short pitched deliveries per over.
    - (b) A dangerous and unfair 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 bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
    - (d) In addition, for the purpose of this regulation and subject to clause 1.41.3 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a 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 one of the allowable short pitched deliveries in that over.

- (f) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 1.41.3 (b) 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.
- (g) 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 batsmen 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 two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (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 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.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) 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.
- (l) The umpires shall then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

**1.41.3 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries)**

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.
- (b) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the striker.
- (c) In the event of a bowler bowling a high full pitched ball as defined in clause 1.41.3 (b) (i.e. a beamer), 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.
- (d) 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 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.
- (e) The bowler thus taken off shall not be allowed to bowl again in that innings.

- (f) 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.
- (g) The umpires shall then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

#### **1.41.4 Deliberate bowling of non-pitching deliveries**

If the umpire considers that a non-pitching delivery which is deemed dangerous and unfair as defined in clause 1.41.3 (b) was deliberately bowled, then the first and final warning process shall be dispensed with. The umpire at the bowler's end shall:

- (a) Call and signal No ball.
- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.
- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (e) Report the occurrence to the other umpire, to the captain of the batting side and the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

#### **1.41.5 Bowling of dangerous and unfair short pitched deliveries**

The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under the paragraph above, he/she shall call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred:

Should there be any further such delivery by the same bowler in that innings, the umpire shall

- (a) call and signal No ball
- (b) when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- (c) inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

**1.42 LAW 42 (PLAYERS' CONDUCT)** shall be replaced by the following.

**1.42.1 Law 42.1 (Unacceptable conduct)**

- (a) Any Club member, umpire or Club official engaging in disorderly or improper behaviour, either on or off the field, and whether taking part in a match or not, breaches the Code of Conduct and may be dealt with by the SCA.
- (b) Where a Club member, umpire or Club official is reported for an alleged breach of the Code of Conduct, the procedures set out in the SCA's Rules (refer pages 150-162) must be followed.
- (c) Each club shall appoint or elect each of its officials and volunteers to Membership of the club, in order to ensure that each such person is bound by the SCA's Code of Conduct. Such persons shall include all those serving as honorary or paid umpires, scorers, coaches, selectors, team managers, team support staff, ground managers and canteen staff. Such Membership may be Honorary, Non-Playing, or of any other form that is available to the club.
- (d) Any player guilty of a breach of the Code of Conduct during the season, in any match, in any grade or competition, is ineligible to receive an award for Player of the Year or Captain of the Year.
- (e) The captain of a team may be deemed to have breached the Code of Conduct if a player in that team engages in disorderly or improper conduct or behaviour. The captain, if deemed by the Code of Conduct Commissioner to have breached the Code of Conduct under this interpretation, may be dealt with by the SCA's Judiciary Committee.

**TABLE 1A- MINIMUM OVER-RATES (TWO DAY ROUNDS)  
(REFER GAME 1, PLAYING CONDITION 1.17)**

Note- Part overs count as full overs. For example, a Premier First Grade team that bowls 105.1 overs in 401 minutes satisfies the minimum over-rate requirements, as set out below.

<b>Premier 1st Grade &amp; 2nd Grade</b>				<b>Premier 3rd, 4th &amp; 5th Grade Shires 1st, 2nd &amp; 3rd Grade</b>				<b>Shires 4th Grade</b>	
<b>Mins</b>	<b>Overs</b>	<b>Mins</b>	<b>Overs</b>	<b>Mins</b>	<b>Overs</b>	<b>Mins</b>	<b>Overs</b>	<b>Mins</b>	<b>Overs</b>
210	56	357	95	210	59	344	97	210	57
214	57	360	96	214	60	348	98	214	58
218	58	364	97	217	61	351	99	217	59
222	59	368	98	221	62	355	100	220	60
225	60	372	99	224	63	359	101	223	61
229	61	375	100	228	64	363	102	226	62
233	62	379	101	231	65	366	103	229	63
237	63	383	102	235	66	370	104	233	64
240	64	387	103	238	67	373	105	236	65
244	65	390	104	242	68	377	106	240	66
248	66	394	105	245	69	380	107	244	67
252	67	398	106	249	70	384	108	247	68
255	68	402	107	252	71	387	109	251	69
259	69	405	108	256	72	391	110	255	70
263	70	409	109	259	73	394	111	258	71
267	71	413	110	263	74	398	112	262	72
270	72	417	111	266	75	401	113	266	73
274	73	420	112	270	76	405	114	269	74
278	74	424	113	273	77	408	115	273	75
282	75	428	114	277	78	412	116	277	76
285	76	432	115	281	79	416	117	280	77
289	77	435	116	285	80			284	78
293	78	439	117	288	81			288	79
297	79	443	118	292	82			292	80
300	80	447	119	295	83			296	81
304	81	450	120	299	84			300	82
308	82	454	121	302	85			303	83
312	83	458	122	306	86			307	84
315	84	462	123	309	87			311	85
319	85	465	124	313	88			315	86
323	86	469	125	316	89			319	87
327	87	473	126	320	90			323	88
330	88	477	127	323	91			327	89
334	89	480	128	327	92			331	90
338	90	484	129	330	93			334	91
342	91	488	130	334	94			337	92
345	92	492	131	337	95			340	93
349	93	495	132	341	96			343	94
353	94	499	133	344	97			346	95

**TABLE 2- LOSS OF PLAY IN TWO-DAY & THREE-DAY MATCHES  
(REFER GAMES 1, 2 & 5, PLAYING CONDITION 1.17, 2.17 & 5.17 OF THE  
PLAYING CONDITIONS, AS APPROPRIATE)**

Notes- Reduce minimum by 1 over for each WHOLE 3.75 minutes lost.  
Refer Law 17 of the Playing Conditions for provision to make up lost time  
BEFORE reducing overs.

<b>Minutes Lost</b>	<b>Overs Lost</b>
4	1
8	2
12	3
15	4
19	5
23	6
27	7
30	8
34	9
38	10
42	11
45	12
49	13
53	14
57	15
60	16
64	17
68	18
72	19
75	20
79	21
83	22
87	23
90	24
94	25
98	26
102	27
105	28
109	29
113	30
117	31
120	32
124	33
128	34

<b>Minutes Lost</b>	<b>Overs Lost</b>
132	35
135	36
139	37
143	38
147	39
150	40
154	41
158	42
162	43
165	44
169	45
173	46
177	47
180	48
184	49
188	50
192	51
195	52
199	53
203	54
207	55
210	56
214	57
218	58
222	59
225	60
229	61
233	62
237	63
240	64
244	65
248	66
252	67
255	68

<b>Minutes Lost</b>	<b>Overs Lost</b>
259	69
263	70
267	71
270	72
274	73
278	74
282	75
285	76
289	77
293	78
297	79
300	80
304	81
308	82
312	83
315	84
319	85
323	86
327	87
330	88
334	89
338	90
342	91
345	92
349	93
353	94
357	95
360	96
364	97
368	98
372	99
375	100

**TABLE 4A- ADDITIONAL PLAYING TIME  
(REFER PLAYING CONDITION 1.17.2 (c))**

**Application:**

- Day 2 in Premier First Grade and Premier Second Grade Two-day Preliminary Round Matches.

DAY 1	DAY 2					
	1ST SESSION		2ND SESSION		3RD SESSION	
	START	LUNCH	START	TEA	START	CLOSE
1	10.26am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
2	10.22am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
3	10.19am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
4	10.15am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
5	10.11am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
6	10.08am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
7	10.04am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
8	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.30pm
9	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.34pm
10	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.38pm
11	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.41pm
12	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.45pm
13	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.49pm
14	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.53pm
15	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	5.56pm
16	10.00am	12.30pm	1.10pm	3.10pm	3.30pm	6.00pm
17	9.56am	12.00pm	12.40pm	3.10pm	3.30pm	6.00pm
18	9.52am	12.00pm	12.40pm	3.10pm	3.30pm	6.00pm
19	9.49am	12.00pm	12.40pm	3.10pm	3.30pm	6.00pm
20	9.45am	12.00pm	12.40pm	3.10pm	3.30pm	6.00pm
21	9.41am	11.50am	12.30pm	3.10pm	3.30pm	6.00pm
22	9.38am	11.50am	12.30pm	3.10pm	3.30pm	6.00pm
23	9.34am	11.50am	12.30pm	3.10pm	3.30pm	6.00pm
24	9.30am	11.50am	12.30pm	3.10pm	3.30pm	6.00pm

**Notes:**

Where more than 24 overs are lost on the first day due to ground, weather or light conditions, play will resume on the second day at 9:30am. The second day is played under Game 2 Playing Conditions.

For all matches played during non daylight saving periods, every time specified in the above table shall be brought forward 1 hour.

# EXTREME HEAT POLICY

## INTRODUCTION

This policy aims to ensure that decisions made during conditions of extreme heat are objective and automatic for the benefit of players, umpires and administrators.

It is recognised that SCA matches are not resourced with medical and emergency support to the extent of First Class matches and therefore it may be unsafe to continue play during conditions of extreme heat.

## APPLICATION

This Policy shall apply to all NSW Premier Cricket, Shires and Women's Premier Cricket matches.

## TEMPERATURE THRESHOLD

Where a temperature threshold is stated, the following measurement shall apply.

The “Feels like” or effective temperature (taking into account wind and humidity) from the nearest weather station in degrees from the BOM Weather App shall be used. The “feels like” temperature may vary from the absolute temperature depending on the level of humidity and wind.

## SMARTPHONE APP

**BOM Weather** shall be the official App for sourcing temperature data. The “feels like” temperature shall be the official temperature measurement. Weatherzone App may be used as a supplementary resource. Smartphone location settings must be enabled.

## CESSATION OF PLAY

- **Level 1** – The umpires shall schedule additional drinks intervals in the event that the “feels like” temperature exceeds 37 degrees Celsius. The drinks interval shall be of 10 minutes' duration. Players and umpires may leave the field of play during this interval.
- **Level 2** – Play shall cease immediately in the event that the “feels like” temperature, at the location, reaches or exceeds 43 degrees Celsius.
- **Resumption of play** – Play shall resume if the “feels like” temperature drops below 43 degrees.

## LOSS OF PLAYING TIME (DUE TO EXTREME HEAT)

Where there is any interruption(s) to play due to extreme heat:

- (a) The minimum quota of overs to be bowled that day is unaffected.
- (b) The finishing time is adjusted by the period of scheduled playing time lost.
- (c) Play will continue on each match day until the minimum quota of overs has been completed or until light no longer permits.
- (d) Limited-Overs matches: To assist in the calculation of overs remaining following an interruption to play caused by extreme heat, the scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 90 minutes (or prior to daylight savings, up to a maximum of 60 minutes).
- (e) Playing Condition 1.12.3 (b) does not apply.

## ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY

The SCA may determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is 45 degrees or more.

## AMENDMENT TO PLAYING TIME

By monitoring 7-day temperature forecasts and seeking to maximise opportunities for play during times of extreme heat, the SCA may determine to instruct teams to commence play at a cooler time of day, for example 8.30am.

## **EXTREME HEAT POLICY**

The SCA will seek to provide clubs with ample advance notice that an amendment to playing time may be imminent.

All participants in every match are to strive to maximise opportunities to play.

### **INCREASED DRINKS BREAKS, EXTENDED INTERVALS AND CESSATION OF PLAY**

#### **Forecast temperature exceeding 37 degrees**

Prior to the start of play on any match day, the umpires and captains shall conduct a heat safety briefing -

- (a) to determine increasing the number and duration of drinks intervals, and;
- (b) to determine whether to extend the duration of lunch and/or afternoon tea intervals.

## **CONCUSSION SUBSTITUTE POLICY & GUIDELINES**

### **1. APPLICATION**

- a) Finals Series matches (Premier Cricket and Shires competitions);
- b) Kingsgrove Sports T20 Cup matches;
- c) Poidevin-Gray Shield competition matches;
- d) AW Green Shield competition matches;
- e) Women's Premier Cricket matches;
- f) Frank Gray Shield competition matches.
- g) Two-day preliminary round matches, subject to the prior approval of the SCA.

### **2. INTRODUCTION**

In the event a head trauma occurs, or the umpires suspect that a player may be concussed, a replacement player is allowed for the remainder of the match.

### **3. PROCESS**

The replacement player shall be a similar type of player (best endeavours) who may immediately participate in the match as a complete replacement player for the Concussed Player.

The Concussion Substitute is permitted to bat, bowl, keep wicket or field as though he/she was a member of the starting 11.

The team captain or a club official shall seek the prior approval of the umpires, who shall not unreasonably refuse a request. The umpires need only be reasonably satisfied that a head trauma occurred during the match.

The umpires shall then inform the captain of the opposing team.

### **4. OBJECTIVE**

This policy's objective is to permit the replacement of a player who is suspected of suffering from head trauma or concussion.

The opposing team shall not be unfairly disadvantaged by a team's choice of replacement player.

A team shall take reasonable steps to replace a concussed player with a similar type of player; however, the status of the match may permit other types of replacements, for example –

- A batsman may be replaced by a bowler provided that the team will no longer bowl in the match;
- A batsman may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the match;  
A bowler may be replaced by a batsman provided that the team will no longer bat in the match or the bowler has been dismissed;