

APPLICATION

- (a) *These Playing Conditions shall apply to all matches in the Shires Fifth Grade and Chappelow Cup competitions.*
- (b) *Except as varied hereunder, the Laws of Cricket (2017 Code 2nd Edition) 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 Competitions Officer*

THE LAWS OF CRICKET: THE PREAMBLE- THE SPIRIT OF CRICKET

The Preamble applies to all participants of *Shires Fifth Grade and Chappelow Cup competition* 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. All players are bound by the Sydney Cricket Association Code of Conduct.

6.1 LAW 1 (THE PLAYERS) shall apply subject to the following:**6.1.1 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 on the same date in SCA competitions, except as a substitute in accordance with Law 24 of the Laws of Cricket.*
 - (v) *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.*
 - (vi) *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.*
 - (vii) *No player shall register or play with more than one Shires club in any one season in the Shires, Frank Gray Shield and Chappelow Cup competitions.*
 - (viii) *A player who has played with a Premier club during the season shall not play for a Shires club in the Shires First Grade to Shires Fifth Grade, Frank Gray Shield and/or Chappelow Cup competitions unless the player has registered and participated in a Shires competition match prior to 31 December in any season, subject to 1.1.1(a)(vi) & (vii) above.*
 - (ix) *No player with First-Class or List-A match experience shall play in the Shires Second Grade to Shires Fifth Grade, Frank Gray Shield and/or Chappelow Cup 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.*

- (x) *In carrying out its fiduciary duty, the SCA may prevent or restrict a player's participation in Second Grade, Third Grade, Fourth Grade, Fifth Grade and/or Chappelow Cup, if it determines that a player's relative ability and experience is considered to be unfair to the competition generally.*
- (b) **Overseas Players - Shires Fifth Grade**
 - (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 3.1.1(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.*
 - (x) *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.*
 - (xi) *Subject to the provisions of Rule 3.1.1(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.*
- (c) **Overseas Players – Chappelow Cup**

Overseas Players are not recognised in the Chappelow Cup however once a player plays in Shires Fifth Grade or higher he will be recognised as an Overseas Player and will be subject to playing condition 6.1.1 (c).
- (d) **Finals Series - General**
 - (i) *A player may not play in a Finals Series match in either Shires Fifth Grade or Chappelow Cup, unless the player has played seven (7) or more matches in that grade or unless the permission of the SCA has been granted.*
 - (ii) *A player may not play in a Finals Series match in in either Shires Fifth Grade or Chappelow Cup, if the player has played three (3) or more matches during the last five (5) rounds in a higher grade or grades, unless the permission of the SCA has been granted. Qualifying Finals*

and Semi-Finals shall constitute previous rounds for the purpose of this Playing Condition.

- (iii) For the purposes of this playing condition, for a player to have “played” in a match, team lists must have been exchanged and the match must have commenced.*
- (iv) For clubs with multiple teams in the Chappelow Cup, the team that a player has played most matches for will be deemed as their primary team.*
- (e) Finals Series – Application for Approval*
 - (i) Any application for permission to play under this Playing Condition must be made in writing to the SCA, clearly setting out details of the player's performances in all matches during the season and the reasons for the player's selection in a higher grade or grades.*
 - (ii) Such application must be made no later than 12:30pm on the Tuesday prior to the Finals Series match in question.*
 - (iii) If the SCA has granted approval for a player to play in a Finals Series match under (a) above, that approval shall automatically extend to any subsequent Finals Series round in the same grade, and no further application is required*
- (f) Finals Series - Adjacent Teams*
 - (i) A club with adjacent teams in a Finals Series round may select any player eligible for the higher of those teams in any of those adjacent teams. For example, adjacent teams are Third Grade/Fourth Grade and/or Fourth Grade/Fifth Grade. However, Fifth Grade/Chappelow Cup are not adjacent teams in this instance.*
 - (ii) If a player qualifies for a Finals Series match under (c)(i) above, and that team is defeated, the player will need to then qualify under (a)(i)-(a)(iii) or (c)(i) above to play in a subsequent Finals Series match in a lower grade.*
 - (iii) The SCA does not have the authority to review a player's ineligibility under this Playing Condition.*

6.1.2 The Team

A team shall consist of 11 players.

6.1.3 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. Team Lists must include at a minimum the players first initial of his first name and his surname in full. 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) 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.*
- (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*

6.1.4 Player Eligibility – Players “Doubling Up”

- (a) Players who have played regular Premier Cricket or Shires First, Second or Third Grade competitions in the current season or previous seasons will not be cleared to play in any Fifth Grade and/or Chappelow Cup fixtures. Only in exceptional circumstances will Shires 3rd Grade players be cleared to “double up”. Clearances for players to “double up” must be sought from the SCA prior to the player participating in the match.
- (b)
 - (i) Shires Fourth Grade players are allowed to “double up” and play a Sunday match in the Fifth Grade and Chappelow Cup competitions without clearance. Restrictions apply – See clause 6.1.4 (b)(iii)
 - (ii) Where a club has a Shires Fifth Grade and a Chappelow Cup side, a person is allowed to play on Saturday in one of these competitions, and again on Sunday in one of these competitions without clearance. Restrictions apply – see clause 6.1.4 (b)(iii)
 - (iii) Where a player participates in a Sunday match under a restriction as described above, then that player shall not bat above number 7 in the batting order and shall not bowl until 25 overs have been completed.
- (c) The opposition captain and umpire must be advised PRIOR to the toss any person who is “doubling up” from higher grades, or a player having played a Saturday Chappelow Cup game. They shall be notated on the team list that is provided to the umpire at the toss.
- (d) Players will not be eligible to double up for any Finals Series matches

6.1.5 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 helmet with grille fitted, protector, leg-guards and batting gloves.*
- (b) *Refer also Protective Equipment Recommendations on page 33*

6.1.6 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.*

6.1.7 Use of Ineligible Player

Refer Playing Condition 6.16.13.

6.1.8 Shires Salary Cap

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

6.2 LAW 2 (THE UMPIRES) shall apply subject to the following:**6.2.1 Only One 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 appointed umpire is present at the scheduled match commencement time and the captains are unable to agree on the appointment of another, the appointed umpire present shall appoint an umpire to officiate until another appointed umpire is able to commence duty.

6.2.2 No Appointed Umpire Present

- (a) Where no appointed umpire is present, the captains shall appoint umpires.
- (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.

6.2.3 Appointment of Umpires and Match Payments

- (a) All matches will be supplied the service of an official umpire this season. Each team will be required to *pay by bank deposit throughout the season via invoice. This will be arranged via the Secretary of the SSCUA.*

6.2.4 Non-Appointed Umpires

- (a) *People when acting in the role of a player/umpire shall not be permitted to use mobile phones while on the field*
- (b) *People when acting in the role of a player/umpire shall not wear white clothing. At the minimum a contrasting coloured shirt or jacket shall be worn*
- (c) *People when acting in the role of an player/umpire shall not hold any players protective equipment*

6.2.4 Payment of Umpires – No Play

Where all participants travel to the match venue and for weather related issues no play takes place, the umpire fee for the day is reduced from \$75 for each side to \$35 for each side. Where it is known in advance that the ground has been closed due to wet weather it is the responsibility of the home club to advise the appointed umpire by way of a phone call that he should not travel to the venue. If the umpire is not advised, and then travels unnecessarily to the match venue then the home club will have to pay the umpire a fee of \$75 which will be organised via the Secretary of the Umpire's Association. An umpire telephone contact list will be distributed pre season and at varying times during the season.

6.2.5 Law 2.3 (Fitness for play) shall apply subject to the following.

- (a) 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 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.

(b) **Extreme Heat**

Refer to page 27 of these playing conditions for the Extreme Heat Policy.

(c) ***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.*

(d) **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.

(e) **Responsibilities of Umpires**

Subject to Law 2 (The Umpires) and Playing Condition 6.2, 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.

6.3 LAW 3 (THE SCORERS) shall apply.

6.4 LAW 4 (THE BALL) shall apply subject to the following:

6.4.1 Law 6.4 (Approval and control of balls)

(a) A new ball will be used at the start of each innings.

(b) Four (4) piece leather balls of a good standard may be used. The colour of the balls to be used will red.

(c) **Ball Type**

The balls to be used may be the following brands:

- *Kookaburra Regulation*
- *Kookaburra Club*
- *Kookaburra Senator*

(d) Any ball deemed as a second quality (traditionally identified with a black X near the seam) is also allowed to be used in this competition.

6.4.2 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 ball that has had a similar amount of wear.*

(b) *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.*

- 6.5 LAW 5 (THE BAT)** shall apply.
- 6.6 LAW 6 (THE PITCH)** shall apply subject to no match being played on a synthetic pitch.
- 6.7 LAW 7 (THE CREASES)** shall apply.
- 6.8 LAW 8 (THE WICKETS)** shall apply.
- 6.9 LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA)** shall apply subject to the following.
- 6.10 LAW 10 (COVERING THE PITCH)** shall apply, subject to:

6.10.1 General

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

6.10.2 Pitch Covers

- (a) Pitch covers are to be made available and used for all matches, unless the permission of the competition management has been granted to the contrary.
- (b) Laying of Covers
- (i) The pitch 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 the 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, separate matches between the same clubs are to take place, then at the conclusion of the 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 competition management.
- (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 no, or a detrimental, effect upon the pitch.

6.10.3 Forms 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 24).
- (e) Shires Competitions - 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.

6.10.4 Finals Series

The SCA may determine additional pitch covering requirements for Finals Series matches.

6.11 LAW 11 (INTERVALS) shall apply subject to the following:

6.11.1 Law 11.2.2 (Duration of intervals)

- (a) *The interval is 25 minutes, computed from the end of the innings of the team batting first.*
- (b) *Where the innings of the team batting first ends in fewer than 20 overs, the length of the interval is reduced to 10 minutes.*
- (c) *Where a match starts late with a reduced number of overs the length of the interval is immediately reduced to 20 minutes. Refer to Late Start Table on page 34.*

6.11.2 Law 11.8.1 (Intervals for drinks) shall apply subject to the following

- (a) *One drinks interval per innings shall be permitted, taken at the end of the 20th over. If a wicket falls during the 20th over then drinks will be taken immediately. Under conditions of extreme heat, the umpires may permit extra intervals for drinks.*
- (b) *Where a match is reduced to less than 40 overs a side then drinks shall be taken at the halfway point of each innings provided that no drinks break will be allowed for any innings of less than 25 overs in duration.*
- (c) *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.*

6.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following:

6.12.1 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 no later than 24 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 24 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.*

6.12.2 Hours of Play (Matches played in Daylight Saving)

- (a) *Scheduled playing time is as follows;*
 - (i) *Session One: 12:15pm to 2:55pm*
 - (ii) *Innings Interval: 2:55pm to 3:20pm*
 - (iii) *Session Two: 3:20pm to 6:00pm*

- (b) *For all matches played during non-daylight-saving periods, every time specified in these rules shall be brought forward by 60 minutes.*

6.12.3 Extra "Make Up" Time

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 prescribed number of overs. This means that the latest a match can finish in the event of wet weather is 6.30pm in daylight saving time and 5.30pm in non-daylight-saving time. When more than 30 minutes is lost prior to the start of the second innings one over is lost (per side) for each whole 8 minutes lost. Once the first innings is completed one over is lost for each whole 4 minutes lost.

6.12.4 Early Completion of First Innings

Where the first innings is completed ahead of the scheduled time allotted to that innings, then any unused time must be added onto the 30 minutes of "make up" time as described in 6.12.3 before losing overs if an interruption happens after the end of that first innings.

6.12.5 Late Start Table

Refer to page 34 to view the late start table which should be used to reschedule a days play that starts late.

6.13 LAW 13 INNINGS shall apply subject to the following:**6.13.1 Uninterrupted Match**

- (a) Each team shall bat for 40 (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 (160 minutes), play shall continue until the required number of overs has been bowled.
- (c) If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number has been bowled or a result achieved.

6.13.2 Delayed or Interrupted Matches

- (a) Twenty overs is the minimum number that can constitute a match
- (b) 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 20 overs each team), subject to the provisions of clause 6.13.3 and 6.13.4. 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 every 4 minutes) in the total time available for play.
- (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) Fractions are to be ignored in all calculations re number of overs.

6.13.3 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 15 overs per hour or one over every four (4) minutes. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until

the required number of overs has been bowled or the innings is completed.

6.13.4 Delay or Interruption to the Innings of the Team Batting Second

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of one (1) over per four (4) minutes in respect of the lost playing time. Should this result in a fraction of an over the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) To constitute a match, a minimum of 20 overs have 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.
- (e) A fixed time will be specified for the close of play by applying a rate of one (1) over per four (4) minutes. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (f) If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

6.14 LAW 14 (THE FOLLOW ON) shall not apply.

6.15 LAW 15 (DECLARATION and FORFEITURE) shall not apply.

6.16 LAW 16 (THE RESULT) shall apply subject to the following:

6.16.1 Competition Points

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

Result	Points
Win on first innings	6
Win on first innings, with a run-rate one and two thirds (1 $\frac{2}{3}$) times that of opposing team.	7
Tie on first innings	3
Draw or no result	1
Loss on first innings	0
<i>Forfeit</i>	-6
<i>Forfeit Win</i>	<i>Max*</i>

Max: Refer to clause 6.16.18 (d)*

- (b) The result of a match may be a tie on first innings regardless of the number of wickets lost by the team batting second.

- (c)
 - (i) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two thirds times that of the opposition.
 - (ii) In order for the team batting second to gain one bonus point, the victory must be achieved by the end of the 24th (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).
 - (iv) Where matches are shortened and targets revised through the run rate method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

6.16.2 Match Result

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, subject to the provisions of clause 13, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. A match shall be declared a “draw” if both teams have not had the opportunity to bat for a minimum 20 overs because:
 - (i) The innings of the team batting first could not commence by 3.30pm daylight saving time
 - (ii) The innings of the team batting second could not commence by 5.10pm daylight saving time or,
 - (iii) The innings of the team batting second would be reduced to less than 20 overs, as a result of an interruption to play after its commencement
- (b) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.
- (c) In any match in which both teams have had the opportunity to bat for a minimum of 20 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method. The following guidelines are applicable to a run rate determined result –
 - (i) A team’s run rate is calculated by dividing its total score by its total number of overs received.
 - (ii) For the purposes of run rate calculations, each fair delivery bowled counts as one-sixth of an over.
 - (iii) Where a team is dismissed before it has received its maximum number of overs, it is deemed to have received that maximum number of overs when calculating its run rate.
 - (iv) Where the team batting second is allotted a revised and reduced target score with a reduced number of overs compared to the team batting first had, and that team batting second passes that revised and reduced score inside its allotted reduced number of overs then the match is at an end despite there being overs remaining – For Example - Team A batting first scores 6/160 off 40 overs. Team B batting second has a rain delay and on resumption has their overs reduced from 40 to 20. The revised target score is therefore 81. As soon as 81 is

scored the match is over and no further play is required even though there are overs not yet bowled.

6.16.3 Target Score

- (a) If the innings of the side batting second is suspended (with at least 20 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by the run rate score determined at the instant of the suspension of the match. If the score is equal on run rate, the match is a Tie.

6.16.4 Premiership Positions

- (a) *Positions on the competition table shall be determined based on the points gained.*
- (b) *Where teams are equal on the table, positions shall be determined by the higher net run-rate in the preliminary rounds.*

6.16.5 Finals Series

- (a) **Qualifying Finals**
 - (i) *In each grade, the six most highly-ranked teams shall play Qualifying Finals, as follows- 1st v 6th, 2nd v 5th and 3rd v 4th.*
 - (ii) *The teams that contest the Qualifying Finals but do not qualify for the Semi-Finals shall be awarded 5th and 6th positions, according to their relative positions after the preliminary rounds.*
- (b) **Semi-Finals**
 - (i) *The higher-ranked team in each Qualifying Final shall contest the Semi-Finals, unless it is both defeated by the lower-ranked team, and a more highly-ranked team is also defeated in its Qualifying Final.*
 - (ii) *The winner of each Qualifying Final in which a result is achieved, and the higher-ranked team in each drawn or tied Qualifying Final, shall then be re-ranked 1st, 2nd and 3rd, according to their relative positions after the preliminary rounds.*
 - (iii) *Of the remaining teams, the team ranked highest after the preliminary rounds shall be re-ranked 4th.*
 - (iv) *Semi-Finals shall then be played as follows- 1st v 4th, and 2nd v 3rd.*
 - (v) *The teams that contest the Semi-Finals but do not qualify for the Grand Final shall be awarded 3rd and 4th positions, according to their relative positions after the Qualifying Finals.*
- (c) **Grand Finals**
 - (i) *The higher-ranked team in each Semi-Final shall contest the Grand Final, unless it is defeated by the lower-ranked team, which shall then contest the Grand Final.*
 - (ii) *In the event of the Grand Final resulting in a draw or a tie the two competing teams will be declared joint premiers .*
 - (iii) *The team that contests the Grand Final but is not declared premier shall be awarded 2nd position.*
- (c) *The SCA will determine the venue for each Finals Series match.*

6.16.6 Club Championship

Both the Shires Fifth Grade and Chappelow Cup Competition do not apply to the Shires Club Championships.

6.16.7 Loss of Competition Points - Slow Over Rates

- (a) Teams shall lose competition points when the appointed umpire deems that a team has not completed its innings within the required over rate which is 15 overs per hour.
- (b) A penalty of **three** competition points shall be applicable once a team has been penalised a total of seven (7) overs across the preliminary rounds. An additional one competition point will be deducted for each subsequent over the umpires adjudicate a team to be behind the over rate across the preliminary rounds.
- (c) Over rates will be determined at the rate of one over required for every four minutes of clock time each innings, using the following table. A penalty can only be applied for an innings of 100 minutes or more in duration. Refer to Over Rate Table below.

Mins	Overs	Mins	Overs	Mins	Overs	Mins	Overs
100	25	124	31	148	37	172	43
104	26	128	32	152	38	176	44
108	27	132	33	156	39	180	45
112	28	136	34	160	40	184	46
116	29	140	35	164	41	188	47
120	30	144	36	168	42	192	48

- (d) Umpires will report over rate penalties on their match report to the Governing Body. As part of that report umpires will give allowances for unusual delays which is restricted to player injury, lost balls, additional drinks breaks, and time lost due to delays caused by the batting side. The first drinks break in an innings is not an allowable time allowance.
- (e) As it is the fielding side that **chooses** to bowl over and around the wicket, the constant movement of sightboards shall NOT be an allowable time allowance.
- (f) An example of an umpires over rate penalty on his match result sheet would look like this -

Total Innings Duration (in minutes)	167
Minutes of time allowances (if any)	7
Total Time Used (in minutes)	160
Overs Bowled to Complete Innings	37.5
Overs Required for the Time Used	40
Numbers of (whole) Overs Behind	2

6.16.8 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, it will be returned to the Club in question for correction or completion.*
- (g) *A penalty of \$50 per team per match may be imposed on any club which fails to comply with this playing condition. A further penalty of \$50 may be imposed for each additional week that any report remains outstanding.*

6.16.9 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) *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.*
- (d) *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.*

6.16.10 Nomination of Players (Playing Condition 6.1.3)

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.

6.16.11 Fitness of Ground, Weather and Light (Playing Condition 6.2.5)

- (a) *The SCA may investigate whether the pitch and ground for any match has been prepared both to the best possible standard, and as soon as is reasonably practical.*
- (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.*

6.16.12 Covering the Pitch (Playing Condition 6.10)

- (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 7 points and may be deemed to have won the match.*

6.16.13 Law 16.3 (Umpires awarding a match)

- (a) *The team that is awarded a match may receive up to a maximum of 7 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 of that team may gain no points from its match, unless play has commenced in the match which has been awarded.*
- (c) *In any Finals Series match, a team that is awarded a match may be deemed to have won the match, and the opposing team may be deemed to have lost the match.*

6.16.14 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.

6.16.15 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 6.1 and 6.2:

- (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 7 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.*

6.16.16 Input of Match Scorecard (MyCricket)

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

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

6.16.17 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.

6.16.18 Forfeits

- (a) *Advice of Forfeiture*

The team responsible for forfeiting a match is required to advise the SCA and the opposing club as soon as it is known that a team cannot be fielded.

- (b) *Umpires and Forfeits*

As well as the responsibilities outlined above, the team that is forfeiting the match (regardless of being the home or away team) must also advise the appointed umpire via by a phone call where the umpire is spoken to in person. The umpire shall be called using the umpire phone contact list that is distributed each week with the allocated appointments. Advice of a forfeiture to the umpire shall not occur via email, voicemail or text message. If the umpire is not able to be contacted in person, the Secretary of the SSCUA should be called.

- (d) *Failure to Advise*

If a club forfeits a match and fails to advise the SCA and/or the appointed umpire causing that umpire to travel unnecessarily to the match venue, then the full \$150 umpire match fee will be paid by that club.

- (e) *Competition Points for Forfeits*

The club that forfeits a match will have six (6) competition points deducted from them. The team that wins the match by forfeit will gain the maximum amount of points earned by another team in that competition in that round of cricket.

6.17 LAW 17 THE OVER shall apply subject to the following.

6.17.1 Maximum Overs per Bowler

- (a) *No bowler shall bowl more than 8 overs in an innings.*
- (b) *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.*

- (c) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (d) In the event of a bowler 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.

6.17.2 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
Under 19	8
Under 17	6
Under 15	5
Under 14	4

- (b) Length of Break
 - (i) 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 any 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.
- (c) *Change of Bowling Type*

Where a bowler changes between medium pace (or faster) and slow bowling during an innings:

- (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 innings 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.*

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 3 overs in that spell.*
3. *A bowler bowls 4 overs, and play is then interrupted for 20 minutes. He then waits a further 10 minutes after the resumption, and resumes bowling. This is the commencement of a new bowling spell, and he is permitted to bowl up to 4 overs in this spell (subject to his daily limit).*

6.18 LAW 18 (SCORING RUNS) shall apply.

6.19 LAW 19 (BOUNDARIES) shall apply.

6.20 LAW 20 (DEAD BALL) shall apply.

6.21 LAW 21 (NO BALL) shall apply subject to the following:

6.21.1 Free Hit After a No Ball

- (a) The delivery following any No Ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. The bowler's end umpire shall signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

6.21.2 Ball bouncing over head height of striker

See clauses 6.22.(b) and 6.41.1.

6.21.3 Accidental No Ball Call

With players performing Square Leg umpiring duties in this competition it is to be noted that the Laws of Cricket gives sole jurisdiction to the bowlers end umpire only to call and signal No Ball for a high full toss and/or fielding restriction breaches. In the event of the Square Leg umpire calling No Ball for such a delivery that call will be considered null and void and if not ruled a No Ball by the bowlers end umpire then anything occurring on that delivery (including a dismissal) shall stand.

6.22 LAW 22 (WIDE BALL) shall apply subject to the following.

- (a) There are no "one day cricket" wides in this competition. Wides shall be interpreted as per the Laws of Cricket which are the same as Two day matches played in the McDonald's Sydney Shires competition.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease.

6.23 LAW 23 (BYE and LEG BYE) shall apply.**6.24 LAW 24 (FIELDER'S ABSENCE;SUBSTITUTES)** shall apply subject to the following:**6.24.1 Use of Ineligible Player**

Refer Playing Condition 6.16.15.

6.24.2 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 time later, 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. 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 the length of playing time for which he was absent.
 - (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.
- (f) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal such as a pulled muscle) whilst participating earlier in the match and consequently has 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).
- (g) In the event of a fielder 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.

6.25 LAW 25 (BATSMAN’S INNINGS; RUNNERS) shall apply with the addition of:

- (a) Any player under the age of 16 as at 31 August each season must wear a compliant helmet at all times when batting. It is recommended that all other players over the age of 16 should also wear a helmet.
- (b) The umpires are responsible for ensuring that all under 16-year-old players as per Playing Condition 25.1 are wearing a helmet when batting. Play shall not be allowed to proceed if an under 16 player attempts to bat without a helmet.

6.26 LAW 26 (PRACTICE ON THE FIELD) shall apply.

6.27 LAW 27 (THE WICKET-KEEPER) shall apply subject to the following:

6.27.1 Protective Equipment – The wicket-keeper

At all times when keeping up to the stumps, the wicket keeper shall wear a compliant approved helmet with grill fitted as well as a protector.

6.28 LAW 28 (THE FIELDER) shall apply with the addition of the following:

6.28.1 (Fielding Restriction Area)

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

6.28.2 Fielding Restrictions

- (a) At the instant of the bowler’s delivery, there may not be more than 5 fielders on the leg side. In the event of infringement of this clause by any fielder, either umpire shall call and signal No Ball.
- (b) In addition to the restriction contained in clause (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- (c) Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:
 - (i) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 10 inclusive.
 - (ii) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 11 to 30 inclusive
 - (iii) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 inclusive
- (d) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal “No Ball”.
- (e) 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 below table. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	5	10	5
21	5	11	5
22	5	11	6
23	6	11	6
24	6	12	6
25	6	13	6
26	6	14	6
27	6	14	7
28	7	14	7
29	7	15	7
30	7	16	7
31	7	16	8
32	8	16	8
33	8	17	8
34	8	18	8
35	8	18	9
36	9	18	9
37	9	19	9
38	9	20	9
39	9	20	10

6.28.3 Protective Equipment - The Fielder

- (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 fielding within seven metres of the striker, except when fielding behind the wicket on the off-side, or as a wicket-keeper standing up to the stumps. Such protective equipment is defined as a helmet with grille fitted and protector.*
- (b) *Refer also Protective Equipment Recommendations on page 33.*

6.29 LAW 29 (THE WICKET IS DOWN) shall apply.

6.30 LAW 30 (BATSMAN OUT OF HIS/HER GROUND) shall apply.

6.31 LAW 31 (APPEALS) shall apply

6.32 LAW 32 (BOWLED) shall apply.

- 6.33 **LAW 33 (CAUGHT)** shall apply.
- 6.34 **LAW 34 (HIT THE BALL TWICE)** shall apply.
- 6.35 **LAW 35 (HIT WICKET)** shall apply.
- 6.36 **LAW 36 (LEG BEFORE WICKET)** shall apply.
- 6.37 **LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 6.38 **LAW 38 (RUN OUT)** shall apply.
- 6.39 **LAW 39 (STUMPED)** shall apply.
- 6.40 **LAW 40 (TIMED OUT)** shall apply.
- 6.41 **LAW 41 (UNFAIR PLAY)** shall apply subject to the following:

6.41.1 Dangerous and Unfair Bowling applies subject to the following;

- (a) A bowler shall be limited to two (2) 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 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 (f) below, a ball that passes clearly 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 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 one of the two (2) 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 (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 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 batsmen 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 Governing Body who shall take such action as is considered appropriate against the captain and the bowler concerned.

6.41.4 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 batsmen. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

6.42 LAW 42 PLAYER'S CONDUCT

Law 42 shall not apply. Refer to the CNSW Code of Conduct.

PROTECTION OF PLAYING AREA (PLAYING CONDITION - LAW 10) PROCEDURES FOR USE OF COVERS & UNDERLAY

General

- These procedures must be read in conjunction with Law 10 of the Playing Conditions
- Any club unable to comply with Law 10 of the Playing Conditions and these procedures must apply in advance to the Committee, for exemption from these requirements
- The outer perimeter of each cover used must be properly fixed or weighted down, at intervals of no more than 2 metres
- Suitable perimeter fixings or weights for individual covers include metal pegs, sandbags, timber or metal posts, or other covers laid immediately above
- Covers and underlay must be dry both when folded and stored, as well as when laid
- If possible, two layers of underlay should be used, instead of one layer
- If possible, the width of each separate piece of underlay should be full-pitch, rather than half-pitch
- The SCA will determine additional conditions for on-field and off-field requirements of a final series match that will considerably exceed those of preliminary rounds.

Repair and Replacement

- Any visible tear or hole in a cover must be repaired, or the cover replaced
- Any underlay that is torn, rotten, or otherwise damaged must be repaired, or the underlay replaced

Multiple Covers

Where 2 or more covers are used in combination:

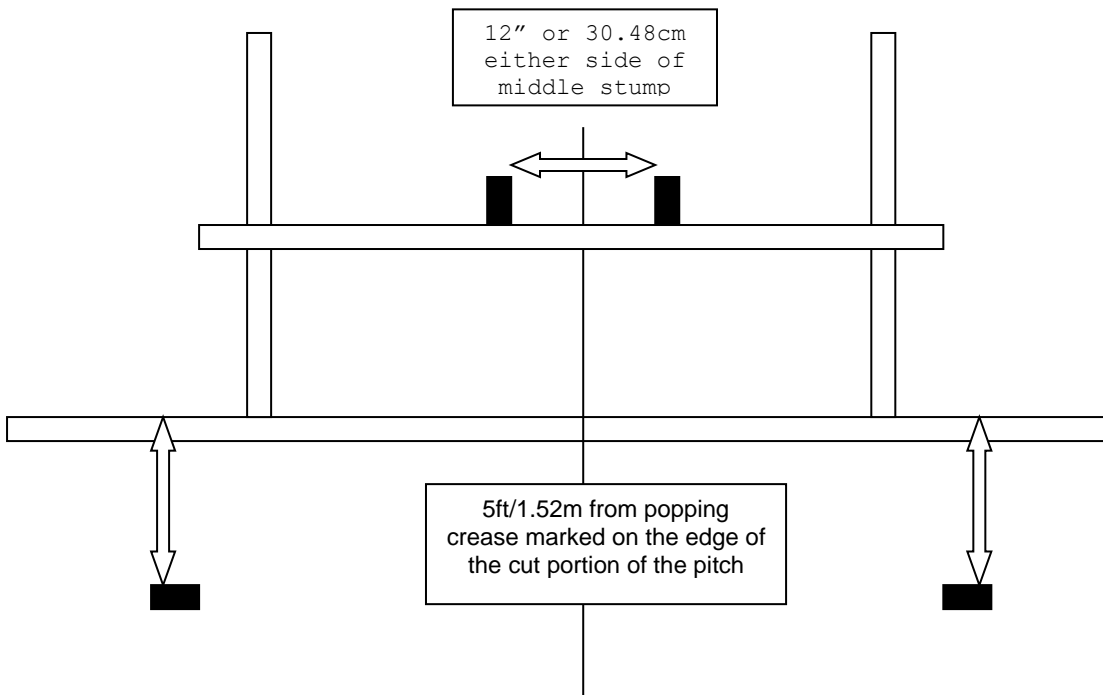
- The total area covered must be at least 30 metres by 10 metres
- The covers must overlap by at least 1.5 metres
- That overlap must be fixed or weighted down at least every 2 metres along its full length
- Underneath all such covers and above any underlay, posts or pipes of at least 50mm thickness must be laid for the overlap's full length, in order to provide an uphill barrier to water penetrating that overlap
- If possible, the edge of the overlap should not face the direction from which prevailing winds are known to come
- If possible, the direction of overlap should be across, rather than parallel to, the match pitch
- If the direction of overlap is parallel to the match pitch, the edge of the overlap should be as far as possible, and no less than 3 metres, from the match pitch

Match Pitch Undercover

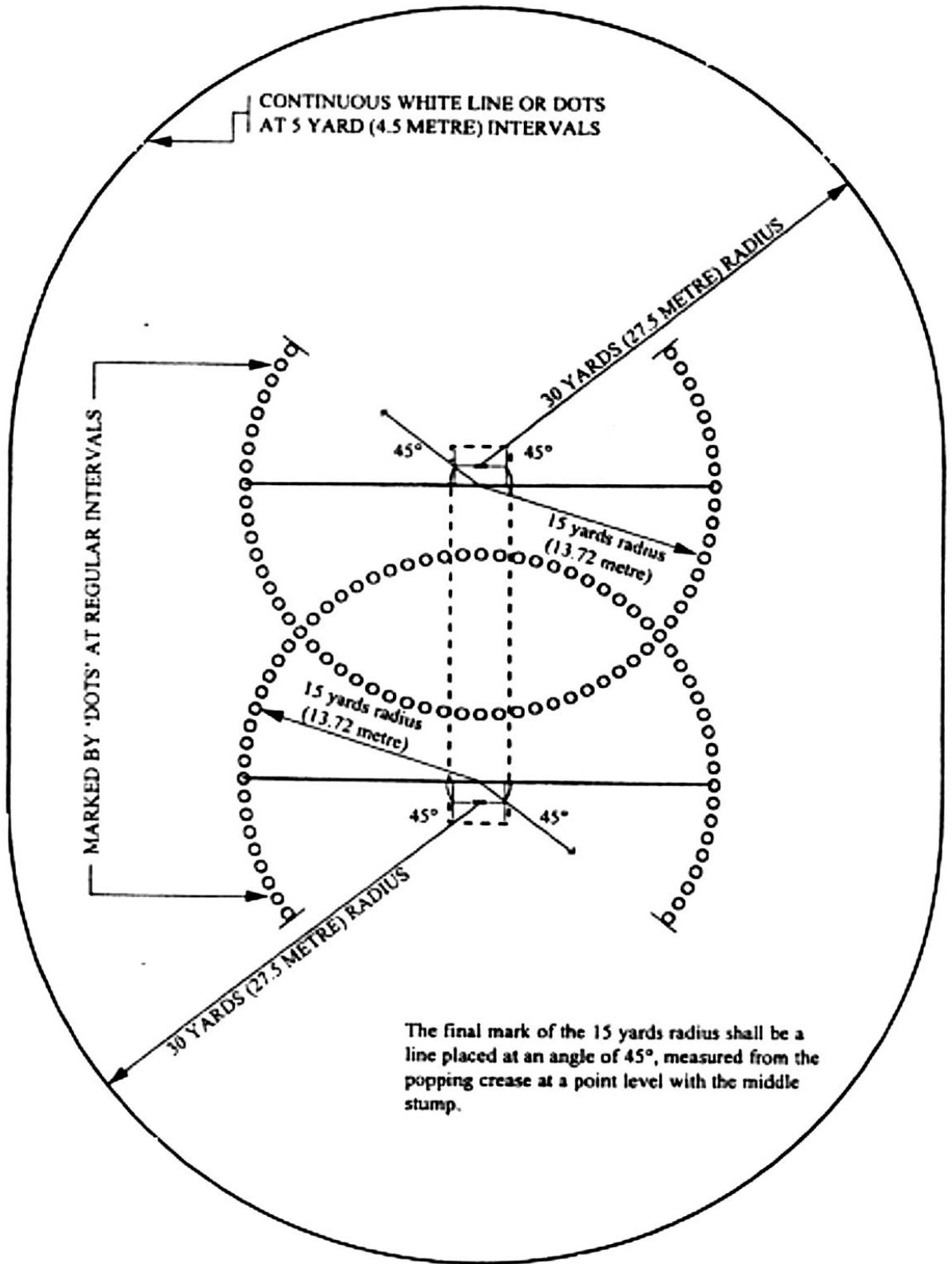
- **Premier Competition** - if possible, a strip cover of at least 6 metres width, as well as underlay, should first be laid on the match pitch, underneath the main covers.
- **Shires Competition** - a match-pitch undercover (minimum 3m x 22m) must be laid, as well as the main cover and hessian underlay, for all matches, unless the prior permission of the SCA has been granted (refer 1.10.3 (Form of Pitch Covering)).

LAW 41.11 (THE PROTECTED AREA)

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



GAME 6 - LAW 28 (FIELDING RESTRICTIONS)



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 Shires and Chappelow Cup 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:

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 75 minutes instead of 30 minutes (or prior to daylight savings, up to a maximum of 60 minutes).

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

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.

SPIRIT OF CRICKET

The Laws of Cricket make captains responsible for ensuring that at all times, the game is conducted within both the Spirit of the Game, and the Laws. In fact, the Spirit of the Game is as much a part of the Laws as any other Law of Cricket.

The SCA presents awards to the Premier, Shires and Sydney Women's clubs that, during the course of the season, officiating umpires and opposing team captains judge to have best upheld the Spirit of Cricket. Just like the Club Championship, each team's performance contributes to its club's overall performance.

Guidelines for Assessing Teams

- 1 Captains' acceptance of their responsibility for their players' behaviour, as required by the Laws of Cricket
- 2 Each teams' adherence to the principles of the Spirit of the Game including respect for team mates, opponents and the umpires' role
- 3 Acceptance of umpires' decisions

Points per Match

At the end of each match, officiating umpires will jointly award points to each team. If no officiating umpires are present, each team captain will assess the opposing team.

10 points: Exceptional - epitomised game's true spirit, even ahead of own team's fortunes (must give examples of such behaviour). Examples include, but not limited to - batsman called back on a doubtful decision & fielders advising the umpires that they did not catch the ball.

8-9 points: Played in excellent spirit for entire match. Examples include - players acknowledged the achievements & performances of the opposing team members, appeals only made when the fielding side genuinely believed the batsman was out, umpires' role was respected throughout, players apologised for accidental collisions & frivolous appeals etc.

6-7 points: Played in good spirit for entire match. Generally no disrespect or spite displayed by any players or directed at the umpires, no disputing of decisions.

3-5 points: Uncompromising with no major incidents. Some players were spoken to by the umpires for the use of crude language or sledging of opponents; captains took action to rectify. Some mild dissent shown at an umpire's decision.

1-2 points: Created an antagonistic atmosphere, with some unacceptable behaviour. Umpires were required to intervene on several occasions. Captain unable to control his team; no respect shown for the opposing team or the game's traditional values.

Minus 1: If a player is found guilty of breaching the SCA's Code of Conduct during a match, his team will automatically receive a score of minus 1 for that match.

Promotion of Spirit of Cricket

In addition, the Sydney Cricket Association's website will publish a list of each team's performance, both during the preceding match, and during the season to date.

THE PREAMBLE - THE 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, umpires 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.

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Violence

There is no place for any act of violence on the field of play.

PLAYING CONDITION 6.21 (NO BALL) – PROCEDURE IN EVENT OF DOUBTFUL BOWLING ACTION

1 INTRODUCTION

Law 21 (No Ball) states in part as follows:

Law 21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below.

Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he considers that the ball has been thrown.

- (a) If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then,

- (i) Warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
 - (ii) Inform the captain of the fielding side of the reason for this action
 - (iii) Inform the batsmen at the wicket of what has occurred.
- (b) If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then,

- (i) Direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
 - (ii) inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.
- (d) The umpires together shall report the occurrence as soon as possible after the match to a representative of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler concerned.

Law 21 Definition of fair delivery – the arm

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

The International Cricket Council and Cricket Australia have procedures relating to the above Law's application. It is appropriate that the SCA also develops, promotes and

PLAYING CONDITION 6.21 (NO BALL) – PROCEDURE IN EVENT OF DOUBTFUL BOWLING ACTION

applies a procedure for application in its own competitions. Such a procedure should be in the best interests of both the player, and the competition as a whole.

2 OBJECTIVES

- a) To ensure that every bowler playing in an SCA competition has a delivery action that complies with Law 21.
- b) To assist any bowler with an “illegal” action to comply with Law 21.

3 APPLICATION

This procedure shall automatically apply in the event that as follows:

- a) an SCA-appointed umpire formally “reports” to the SCA a player who has bowled what the umpire considers to be a clearly “illegal” delivery in breach of Law 24, three times during the same innings; and/or
- b) two different SCA-appointed umpires, during at least two different matches during any 12-month period, each formally “mention” to the SCA a player who has bowled what each umpire considers to be one “illegal” or “doubtful” delivery during a match.

In forming an opinion as to whether a bowler’s delivery is clearly “illegal”, or is “doubtful”, an umpire shall be guided by Law 21.

The SCA particularly notes that under the provisions of Law 24, an umpire must call and signal “no ball” for each delivery that, in the umpire’s opinion, a bowler has delivered “illegally.”

4 REVIEW PROCESS

4.1 Report to SCA

- a) Following a match, an umpire shall formally “report” or “mention” to the SCA any “illegal” or “doubtful” delivery by a bowler. The umpire shall provide as much written information as possible regarding the timing, circumstances and nature of any such delivery.
- b) An umpire must advise the player’s club, as Law 21 requires.
- c) The SCA shall immediately provide the player’s club with a copy of each such “report” or “mention”.
- d) Upon the SCA’s receipt of one “report” or two “mentions”, that player shall not bowl again in an SCA competition match, for a period of one month.
- e) Following that one-month period, a player may re-commence bowling in SCA matches until such time as he has accumulated another “report” or a further two “mentions.”
- f) Upon the SCA’s receipt of a second “report” or a further two “mentions”, that player shall not bowl again in an SCA competition match, for a period of three months.
- g) Following that three-month period, a player may re-commence bowling in SCA matches until such time as he has accumulated another “report” or a further two “mentions.”

PLAYING CONDITION 6.21 (NO BALL) – PROCEDURE IN EVENT OF DOUBTFUL BOWLING ACTION

- h) Upon the SCA's receipt of a third "report" or a further two "mentions", that player shall not bowl again in an SCA competition match, for a period of 12 months.

4.2 Notes to Process

- a) Law 21 makes officiating umpires solely responsible, on a delivery-by-delivery basis, for the determination of each individual delivery's fairness during a match.
- b) Accordingly, there is no limit on the number of times that an umpire may provide the SCA with a "report" or "mention" for the same player, or on the number of times that an umpire may "no-ball" the same bowler during a match, except as limited by Law 21.
- c) Neither the SCA nor any other person or body can certify that a player has a permanently "fair" bowling action, on the basis of an assessment of a bowler's delivery action.
- d) The SCA cannot undertake biomechanical analysis of a bowler's delivery action, such as the ICC or CA would undertake in corresponding circumstances.
- e) By continuing to bowl with an "illegal" action", a player delays the process of rendering that action "fair", and thereby satisfying the provisions of Law 21.
- f) Accordingly, the SCA strongly encourages a player's club, during any period in which that player is not permitted to bowl, to assist the player by all means possible to develop a delivery action that is more likely to, in the opinion of umpires, comply with the provisions of Law 21.
- g) The SCA will prepare, and regularly update, a register of "reports" and "mentions" of bowlers arising from Law 21. The SCA will provide the NSWCU&SA, the SSCUA and the SWCUA with a copy of that updated register, following each such update.
- h) A player has no right of appeal to any course of action by an umpire or the SCA relating to this procedure, other than on a point of law.

PROTECTIVE EQUIPMENT RECOMENDATIONS

The SCA issues the following recommendations in the interests of players' safety.

1 The Wicket-Keeper

At all times when wicket-keeping up to the stumps, the wicket-keeper shall wear a helmet, with grille fitted, and protector. Refer Playing Condition 6.27.1 which considers this mandatory in this competition.

1 The Fielder

At all times when fielding in a position closer than seven metres from the batsman's position on the popping crease (for example, short leg or silly point), with the exception of any fielding position behind square of the wicket on the off side, a fielder shall wear a helmet, with grille fitted, and protector.

2 The Batsman

A player shall wear protective equipment at all times while batting. Such protective equipment is defined as a helmet with grille fitted, protector, leg-guards and batting gloves.

SHIRES FIFTH GRADE AND CHAPPELOW CUP - LATE START TABLE

Over Reductions For Late Starts

Scheduled 12.15pm Start in Daylight Saving Hours

Batting 1st Times	Interval Duration	Batting 2nd Times	Innings Time (Minutes)	Overs Each	Minutes Lost
12.15 - 2.55	25	3.20 - 6.00	160	40	0
12.30 - 3.10	25	3.35 - 6.15	160	40	0
12.45 - 3.25	25	3.50 - 6.30	160	40	0
1.00 - 3.35	20	3.55 - 6.30	155	39	10
1.10 - 3.40	20	4.00 - 6.30	150	38	20
1.20 - 3.45	20	4.05 - 6.30	145	37	30
1.30 - 3.50	20	4.10 - 6.30	140	35	40
1.40 - 3.55	20	4.15 - 6.30	135	34	50
1.50 - 4.00	20	4.20 - 6.30	130	33	60
2.00 - 4.05	20	4.25 - 6.30	125	32	70
2.10 - 4.10	20	4.30 - 6.30	120	30	80
2.20 - 4.15	20	4.35 - 6.30	115	29	90
2.30 - 4.20	20	4.40 - 6.30	110	28	100
2.40 - 4.25	20	4.45 - 6.30	105	27	110
2.50 - 4.30	20	4.50 - 6.30	100	25	120
3.00 - 4.35	20	4.55 - 6.30	95	24	130
3.10 - 4.40	20	5.00 - 6.30	90	23	140
3.20 - 4.45	20	5.05 - 6.30	85	22	150
3.30 - 4.50	20	5.10 - 6.30	80	20	160
3.31 pm ---->	NO PLAY TO TAKE PLACE & MATCH TO BE ABANDONED AS A DRAW				
					Last Updated 29/08/19