

GAME 3- LIMITED-OVER MATCHES (EXCLUDING TWENTY20 & A W GREEN SHIELD)

APPLICATION

- (a) These Playing Conditions shall apply to-
 - (i) all scheduled one-day matches in the First Grade-Fifth Grade, Shires First Grade-Shires Fourth Grade, Poidevin-Gray Shield and Frank Gray Shield competitions;
 - (ii) Finals Series matches in the First Grade Limited-Over, Poidevin-Gray Shield and Frank Gray Shield competitions;
 - (iii) scheduled two-day preliminary round matches in the First Grade-Fifth Grade and Shires First Grade-Shires Fourth Grade competitions in which play did not commence in any match in the same grade on those match's scheduled first days; and
 - (iv) any other match as determined by the SCA.
- (b) Except as varied hereunder, the Laws of Cricket (2000 Code 4th Edition 2010) 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 SCA's Secretary and Committee.

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

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.

3.1 LAW 1 (THE PLAYERS) shall apply subject to the following.

3.1.1 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 enter electronically, prior to each player's participation in a match, each player's registration details in the club's MyCricket® cricket management system.*
 - (iii) No player may play for more than one team in the same round of any competitions unless as a Replacement Player.
 - (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 2 of the Laws of Cricket.
- (b) Grade Competitions
 - (i) No player shall register or play with more than one Grade club in any one season in the Grade, Poidevin-Gray Shield and A W Green Shield competitions.
 - (ii) A player who has played during the season with a Shires club shall not play for a Grade club in the First Grade to Fifth Grade, First Grade Limited-Overs or Poidevin-Gray Shield

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competitions without the permission of the SCA. Subject to 3.1.1(b)(iii) below.

- (iii) A player may play during the season in both the Fifth Grade and Shires Fourth Grade competitions without the permission of the SCA, after gaining prior written permission from the respective Grade and Shires clubs.

(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 during the season with a Grade club shall not play for a Shires club in the Shires First Grade to Shires Fourth Grade or Frank Gray Shield competitions without the permission of the SCA. Subject to 3.1.1.(c)(iii) below.
- (iii) A player may play during the season in both the Fifth Grade and Shires Fourth Grade competitions without the permission of the SCA, after gaining prior written permission from the respective Grade and Shires clubs.
- (iv) 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.
- (v) *In carrying out its fiduciary duty, the SCA may prevent or restrict a player's participation in Second Grade, Third Grade and/or Fourth Grade, if it determines that a player's relative ability and experience is considered to be unfair to the competition generally.*

(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 prior to registration with a club, is deemed to be an overseas player. Subject to the provisions of Rule 3.1.1(d)(viii), 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.

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- (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 First Grade or Shires First Grade, except with the prior permission of the SCA, and having given 14 days' notice.
 - (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 a NSWCA-contracted player.
- (e) First Grade Limited-Overs Competition
- A player is ineligible to play in a First Grade Limited-Overs competition Finals Series match unless he has played one or more matches in the First Grade-Fifth Grade competitions during the season, or unless he has received the permission of the SCA.
- (f) Poidevin-Gray Shield Competition
- (i) Players taking part in the Poidevin-Gray Shield competition must be under the age of 21 years as at midnight on 31 August prior to the cricket season in question.
 - (ii) Players taking part in the Poidevin-Gray Shield competition must first have played 1 or more matches in the First Grade-Fifth Grade competitions during the season, except with the permission of the SCA.
 - (iii) Players taking part in the Poidevin-Gray Shield competition must not represent a club in that competition while an active playing member of any other senior club affiliated with the SCA, the ACT Cricket Association or the NSW Country Cricket Association without first obtaining permission of the SCA.
 - (iv) A player is ineligible to play in a Poidevin-Gray Shield competition Finals Series match unless he has played two or more matches in the preliminary rounds, or unless he has received the permission of the SCA.
 - (v) 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.
 - (vi) The secretary of the Club winning the Poidevin-Gray Shield competition Final must provide the SCA, as soon as practicable after the final, with a certificate listing the names, addresses and dates of birth of all players in the team during the season.
- (g) Frank Gray Shield Competition
- (i) Players taking part in the Frank Gray Shield competition must be under the age of 24 years as at midnight on 31 August prior to the cricket season in question.

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- (ii) Players taking part in the Frank Gray Shield competition must first have played 1 or more matches in the Shires First Grade-Shires Fourth Grade competitions during the season, except with the permission of the SCA.
 - (iii) Players taking part in the Frank Gray Shield competition must not represent a club in that competition while an active playing member of any other senior club affiliated with the SCA, the ACT Cricket Association or the NSW Country Cricket Association without first obtaining permission of the SCA.
 - (iv) A player is ineligible to play in a Frank Gray Shield competition Finals Series match unless he has played two or more matches in the preliminary rounds, or unless he has received the permission of the SCA.
 - (v) 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.
 - (vi) The secretary of the Club winning the Frank Gray Shield competition Final must provide the SCA, as soon as practicable after the final, with a certificate listing the names, addresses and dates of birth of all players in the team during the season.
- (h) 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).

3.1.2 Replacement Players

A team member temporarily absent from the match as a result of representative team duties, may not be replaced by a replacement player during that period of absence.

3.1.3 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 12 (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.
 - (iii) Where rain prevents any play after the toss has been taken on the first day of a match, the second day becomes a new match, and new team lists are to be exchanged and a new toss taken.

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- (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.*

3.1.4 Post-Match Meeting (First and Second Grade Matches Only)

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 153).

3.1.5 Protective Equipment- The Batsman

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. (Refer also Playing Condition 3.41.2 Protective Equipment- The Fielder).

3.1.6 Clothing

The wearing of coloured clothing and advertising logos on players' clothing is permitted subject to the prior approval of the SCA.

3.1.7 Use of Ineligible Player

Refer Playing Condition 3.21.12.

3.1.8 Shires Salary Cap

Each club participating in the Shires Competition is bound by the terms and conditions of the Shires Salary Cap Agreement dated 12 August 2009.

3.2 LAW 2 (SUBSTITUTES AND RUNNERS) shall apply subject to the following.

3.2.1 Temporary Absence of Representative Player

- (a) A team member temporarily absent from the match as a result of representative team duties, may be replaced by a substitute fielder during that period of absence.
- (b) Such a team member, upon arriving at the match following its commencement, may immediately bat or bowl in the match.

3.2.2 Poidevin-Gray Shield and Frank Gray Shield Competitions

Any substitute fielder must be eligible by age.

3.2.3 Use of Ineligible Player

Refer Playing Condition 3.21.12.

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3.3 LAW 3 (THE UMPIRES) shall apply subject to the deletion of Law 3.2 (Change of umpire), and amendment of Law 3.1 (Appointment and attendance) as follows.

3.3.1 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 3 (The Umpires), those Umpires shall be the final judges of the fitness of the ground, weather and light for play.

3.3.2 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 3 (The Umpires), that Umpire shall be the final 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.

3.3.3 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.

3.3.4 Law 3.3 (Agreement 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.

3.3.5 Law 3.8 (Fitness of Ground, Weather and Light) 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.

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(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) 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 unsuitable 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) Match Pitch

Where the Umpires decide that a pitch is unsuitable 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. 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.

(e) Rain

After an interval or interruption, subject to the other provisions of Law 3.9, 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.

(f) Responsibilities of Umpires

Subject to Law 3 (The Umpires) and Playing Condition 3.3, SCA-appointed Umpires are the final judges of the fitness of the pitch and

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ground for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.

3.4 LAW 4 (THE SCORERS) shall apply subject to the following.

A printed or handwritten score record shall be available, if necessary, at all times during play. Any scorer wishing to score by computer shall- prior to play, fully charge the computer's battery; during inclement weather, power the computer 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, floppy disks and scoresheets.

3.5 LAW 5 (THE BALL) shall apply subject to the following.

3.5.1 Law 5.2 (Approval and control of balls)

- (a) Balls used in all competitions shall be four-piece, first-quality Kookaburra "Regulation- NSWCA Approved" only.
- (b) Balls used in all Limited-Overs matches shall be red except with the SCA's prior approval.
- (c) *Grade Competition, First Grade and Poidevin-Gray Shield only- white balls may be used in Limited-Overs matches with the provision of black sightscreens, subject to the SCA's prior approval, and unless one participating club objects on reasonable grounds.*

3.6 LAW 6 (THE BAT) shall apply.

3.7 LAW 7 (THE PITCH) shall apply subject to the following.

No match shall be played on a synthetic pitch.

3.8 LAW 8 (THE WICKETS) shall apply.

3.9 LAW 9 (THE BOWLING, POPPING AND RETURN CREASES) shall apply.

3.10 LAW 10 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply.

3.10.1 General

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

3.11 LAW 11 (COVERING THE PITCH) shall apply subject to the amendment of Law 11.2 (During the match) and Law 11.3 (Covering bowlers' run ups) as follows.

3.11.1 General

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

3.11.2 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.

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- (b) (i) The pitch and bowlers' run-ups 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, by telephone, the secretary of the opposing club 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 instead immediately advise another Office Bearer of that club or an SCA official. Email, text or voice mail messages are not considered acceptable methods of communication for this playing condition.
- (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.

3.11.3 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' run-ups;
- (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 154).
- (e) *Grade Competition, First Grade and Second Grade only- 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.*

3.11.4 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 10.

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- (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.

3.11.5 Finals Series

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

3.12 LAW 12 (INNINGS) shall apply subject to each team being limited to one innings.

3.13 LAW 13 (THE FOLLOW-ON) shall not apply.

3.14 LAW 14 (DECLARATION AND FORFEITURE) shall apply.

3.15 LAW 15 (INTERVALS) shall apply subject to the following.

3.15.1 Law 15.3(a) (Duration of intervals)

Luncheon Interval

- (a) The luncheon interval is 45 minutes, subject to Playing Condition 3.15.1(b) and 3.15.1(c) 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 25 overs, the length of the interval is reduced to 10 minutes.
- (c) Where play commences after 11.15am, or more than 75 minutes of playing time is lost during the innings of the team batting first (or prior to daylight savings where play commences after 10.15am, or more than 45 minutes of playing time is lost during the innings of the team batting first), the length of the interval is reduced as follows-

ACTUAL PLAYING TIME LOST *	INTERVAL
76-90 minutes	30 minutes
91-119 minutes	20 minutes
120 minutes or more	10 minutes

* Refer 3.16.3 (b)

3.15.2 Law 15.9(a) (Intervals for drinks) shall apply subject to the following.

- (a) Two drinks intervals may be taken during each innings, at minimum intervals of 1 hour 10 minutes.
- (b) Captains should ensure drinks are ready at least 5 minutes prior to any scheduled drinks interval.

3.16 LAW 16 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following.

3.16.1 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 at least 48 hours prior to the scheduled start of the match, setting out the reasons for that application.

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- (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.

3.16.2 Playing Hours

- (a) Scheduled playing time is from 10.00am to 5.45pm.
- (b) For all matches played during non-daylight saving periods, every time specified in these rules shall be brought forward 30 minutes.

3.16.3 Playing Time Lost Before, or During, the Innings of the Team Batting First

- (a) If the match is unable to commence by 3.20pm (or prior to daylight savings, by 2.20pm), it shall be abandoned and declared a draw.
- (b) If the commencement of play is delayed, or there is any interruption(s) to the innings of the team batting first, the number of overs to be received by each team shall be unaffected for the first (aggregate) 75 minutes of playing time lost (or prior to daylight savings, for the first aggregate 45 minutes of playing time lost), and reduced under Playing Condition 3.16.3(c) if more than 75 minutes of playing time is lost (or prior to daylight savings, if more than 45 minutes of playing time is lost) during the day.
- (c) Where more than 75 minutes of playing time is lost (or prior to daylight savings, where more than 45 minutes of playing time is lost) before or during the innings of the team batting first, the number of overs to be received by each team shall be reduced at the rate of one over for each 8.4 minutes of playing time lost in excess of 75 minutes (or prior to daylight savings, in excess of 45 minutes). Refer Table 3 on page 83.
- (d) Where the number of overs to be received by each team is reduced-
 - (i) the finishing time for the innings of the team batting first shall be rescheduled; and
 - (ii) the field restrictions for each innings shall be reduced in proportion to the time lost.
- (e) Incomplete or fractions of overs are ignored.

3.16.4 Playing Time Lost after the Innings of the Team Batting First

- (a) If the innings of the team batting second is unable to commence by 5.15pm (or prior to daylight savings, by 4.15pm), the match shall be abandoned and declared a draw.
- (b) For any time lost after the completion of the innings of the team batting first, the number of overs to be received by the team batting second shall be unaffected for the first (aggregate) 75 minutes of playing time lost (or prior to daylight savings, for the first aggregate 45

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minutes of playing time lost), and then reduced, or further reduced, at the rate of one over for each 4.2 minutes of scheduled playing time lost, subject to Playing Condition 3.16.4(c). Refer Table 3 on page 83.

- (c) Where the innings of the team batting second commences prior to 2.15pm, any reduction of overs shall not commence until the loss of playing time equivalent to that by which that innings commenced prior to 2.15pm, in addition to the up to 75 minutes (or prior to daylight savings, up to 45 minutes) of playing time provided for by Playing Condition 3.22.3(b).
- (d) If it is not possible for the team batting second to have the opportunity to bat for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 14.28 overs per hour, for time lost.
- (e) The field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
- (f) Incomplete or fractions of overs are ignored.
- (g) The scheduled finishing time is to be adjusted by the period of time lost, up to a maximum of 75 minutes (or prior to daylight savings, up to a maximum of 45 minutes).
- (h) If playing time is lost after the scheduled finishing time, the deduction is continued, or commenced, at the same rate.

3.16.5 Late Starts

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

3.16.6 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.

3.16.7 Law 16.6, Law 16.7 & Law 16.8 (Last hour of match) shall not apply.

3.17 LAW 17 (PRACTICE ON THE FIELD) shall apply subject to the following

3.17.1 Practice on the outfield

Between the call of "Play" and the call of "Time" if a bowler deliberately bowls the ball into the ground (whilst warming up or at any other time), it shall not be considered that the condition of the ball has been changed by an isolated instance. Umpires will inform the Captain that such actions are no longer allowed and that Law 42.9 (Time Wasting) could be implemented if the bowler persists with deliberately bowling the ball into the ground.

3.18 LAW 18 (SCORING RUNS) shall apply.

3.19 LAW 19 (BOUNDARIES) shall apply.

3.20 LAW 20 (LOST BALL) shall apply.

3.21 LAW 21 (THE RESULT) shall apply subject to the following.

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3.21.1 Competition Points

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

Code	Result	Points
7	Win on first innings	6
7.1	Win on first innings, with a run-rate one and two-thirds ($1\frac{2}{3}$) times that of opposing team, subject to (c) (i), (ii) & (iii) below.	7
8	Tie on first innings	3
9	Draw or no result	0
10	Loss on first innings	0

- (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 ($1\frac{2}{3}$) 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 30th over (or in a reduced overs match, it must bat for no more than 60% of its maximum number of overs).
- (iii) Where matches are shortened and targets revised through the Duckworth/Lewis method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.
- (d) 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. A result under the provisions of Playing Condition 3.21 shall be considered a result on first innings.

3.21.2 Match Result

- (a) A result can only be achieved in a match if each team has had the opportunity to bat for a minimum of 25 overs, notwithstanding one or both teams had been dismissed in fewer than 25 overs. A match shall be declared a draw if both teams have not had the opportunity to bat for a minimum of 25 overs, because-
- (i) the innings of the team batting first could not commence by 3.20pm (or prior to daylight savings, by 2.20pm);
- (ii) the innings of the team batting second could not commence by 5.15pm (or prior to daylight savings, by 4.15pm); or
- (iii) the innings of the team batting second would be reduced to less than 25 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-

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(i) (A) *In each First Grade, Second Grade, Poidevin-Gray Shield, Shires First Grade match, and each Frank Gray Shield Finals Series match, the team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the "Duckworth-Lewis Method of Re-calculating the Target Score in an Interrupted Match" shall be applied.*

(B) In each match referred to in (A) above, each club must have the means to separately calculate the target score by the above "Duckworth-Lewis" method, and the home club must also have the means to print any such calculations, with each club providing a computer, and the home club also providing a printer.

(C) In the event that the Duckworth-Lewis par or target score is not available to both teams at the beginning of the second innings or at the resumption of play following an interruption for ground, weather or light, the umpires shall immediately suspend play and investigate the matter.

As soon as the Duckworth-Lewis par or target score has been agreed and advised to both team captains, the umpires shall then resume play. If conditions permit, play will then continue until the prescribed number of overs has been completed or a result achieved.

The number of overs and/or time remaining shall be taken as they were at the originally scheduled or rescheduled time for play and any time lost whilst investigating the par or target score shall be added on to the close of play.

(ii) in all other grades, 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 25 overs, but have not had the opportunity to bat for the same number of overs, the result shall be determined as follows-

(i) in each First Grade match and each Poidevin-Gray Shield Finals Series match, by the "Duckworth-Lewis Method of Re-calculating the Target Score in an Interrupted Match".

(ii) in all other matches, by the run-rate of each team.

(d) (i) A team's run-rate is calculated by dividing its total number of runs scored 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 or declares its innings closed before it has received its maximum number of overs, it is deemed to have received that number of overs.

(iv) The team with the higher run-rate wins the match, regardless of the number of wickets that it has lost.

3.21.3 Premiership Positions

- (a)
 - (i) Points gained and lost in all preliminary rounds shall count towards positions in the premiership table.
 - (ii) Points gained in the First Grade Limited-Overs competition shall count towards the First Grade competition table.
 - (iii) Points gained in the First Grade Twenty20 competition shall count toward the First Grade competition table and the First Grade Limited-Overs competition table.
 - (iii) In each grade, all teams shall be ranked according to their relative positions after the preliminary rounds.
- (b) **Grade and Shires Competitions**
 - (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 is dismissed shall be deemed to have lost 10 wickets. A team is considered dismissed even if batsmen are absent, ill or injured.
 - (v) In Twenty20 Matches only, match scores do not contribute to a team's net run rate.
- (c) **First Grade Limited-Overs, Poidevin-Gray Shield and Frank Gray Shield Competitions**
 - (i) In the event of teams finishing on equal points, positions will be decided by the most wins in the preliminary rounds or, if still equal, by the most ties in the preliminary rounds or, if still equal, by the most draws in the preliminary rounds or, if still equal, by the higher net run-rate in the preliminary rounds.
 - (ii) In a match in which no result is achieved, run-rate is not applicable.
 - (iii) A team's net run-rate (NRR) is calculated by deducting from the average runs per over scored by that team during the preliminary rounds, the average runs per over scored against that team, as follows-

NRR= Team Run-Rate per over less Opposing Team Run-Rate per over

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- (d) Finals Series- First Grade Limited-Overs, Poidevin-Gray Shield and Frank Gray Shield Competitions
 - (i) Qualifying Finals
 - (A) The six most highly-ranked teams shall play Qualifying Finals are played after the preliminary rounds, as follows- 1st v 6th, 2nd v 5th, and 3rd v 4th.
 - (B) 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.
 - (ii) Semi-Finals
 - (A) 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.
 - (B) 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.
 - (C) Of the remaining teams, the team ranked highest after the preliminary rounds shall be re-ranked 4th.
 - (D) Semi-Finals shall then be played as follows- 1st v 4th, and 2nd v 3rd.
 - (E) 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.
 - (iii) Grand Final
 - (A) 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.
 - (B) The team that wins the Grand Final shall be declared premier.
 - (C) If no result, or a tie, is achieved in the Grand Final, the finalists shall be declared joint premiers.
 - (iv) The SCA will determine the venue for each Finals Series match.

3.21.4 Club Championships

- (a) (i) The Grade Club Championship shall comprise teams competing in the First Grade to Fifth Grade, Poidevin-Gray Shield and A W Green Shield competitions.

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- (ii) In the Grade Club Championship, competition points gained by each team shall be multiplied by six in First Grade, five in Second Grade, four in Third Grade and the Poidevin-Gray Shield competition, three in Fourth Grade and the A W 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 Grade 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.

3.21.5 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 \$10 per team per match may be imposed on any club which fails to comply with Playing Condition 3.21.5. A further penalty of \$10 may be imposed for each additional week that any report remains outstanding.

3.21.6 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.

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- (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.

3.21.7 Nomination of Players (Playing Condition 3.1.3)

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.

3.21.8 Fitness of Ground, Weather and Light (Playing Condition 3.3.4)

- (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.

3.21.9 Covering the Pitch (Playing Condition 3.11)

- (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 8 points, and may be deemed to have won the match.

3.21.10 Law 21.3 (Umpires awarding a match)

- (a) The team that is awarded a match may receive up to a maximum of 8 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.

3.21.11 Law 21.8 (Correctness of result)

- (a) Where the scores of the match are in dispute, the Captains must hand to the Umpire(s) the score books at the conclusion of the day's play. The Umpires shall forward such books to the SCA within 3 working days of the dispute.
- (b) Should there be no SCA-appointed Umpire at the match the Captains shall forward the score books to the SCA through their clubs' secretaries within 3 working days of the dispute.

3.21.12 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 3.1 and 3.2-

- (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 8 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.

3.21.13 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.

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3.22 LAW 22 (THE OVER) shall apply subject to the following.

3.22.1 Quota of Overs

- (a) Each team may bat for a maximum of 50 overs, unless dismissed earlier, and provided there is no loss of playing time.
- (b) A team that is dismissed, or declares its innings closed, shall be deemed to have received its maximum quota of overs. Where the team batting first is dismissed, or declares its innings closed, the team batting second shall be entitled to bat for its maximum quota of overs.
- (c)
 - (i) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. The interval shall not be extended, and the second session shall commence at the scheduled time.
 - (ii) If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved.

3.22.2 Maximum Overs per Bowler

- (a) No bowler shall bowl more than 10 of the total overs allowed in an innings. In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- (b) If the total overs allowed is not divisible by five, one additional over is allowed to the maximum number per bowler necessary to make up the balance.
- (c) In the event of a bowler being unable to complete an over, another bowler shall bowl the remaining balls. Such part of an over will count as a full over insofar as each bowler's limit is concerned.

3.22.3 Loss of Playing Time

- (a) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs.
- (b) The finishing time shall be rescheduled by the amount of playing time lost, up to a maximum of 75 minutes (or prior to daylight savings, up to a maximum of 45 minutes).
- (c) The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total playing time available. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the rescheduled finishing time. That time may be extended to allow for one extra over for both teams to be added if required.
- (d) The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first has been dismissed in fewer than the agreed number of overs or has declared its innings closed.

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- (e) Incomplete or fractions of overs are ignored.

3.22.4 Minimum Over Rates

Preliminary Rounds

- (a) The bowling team must commence its final over for the innings within 210 minutes of that innings' commencement (refer Table 1B on page 77).

Minutes	Overs	Minutes	Overs	Minutes	Overs
210	50	227	54	244	58
215	51	231	55	248	59
219	52	236	56	252	60
223	53	240	57	257	61

- (b) Failure to bowl the minimum number of overs set out in Table 1B 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 1B, 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.

3.22.5 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 an innings as set out below-

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN AN INNINGS
Under 19	8	10
Under 17	6	10
Under 15	5	10
Under 14	4	8

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- (b) Length of Break
- (i) The break between spells is to be a minimum of 60 minutes (including 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 60 minutes between spells will 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):

GAME 3- LIMITED-OVER MATCHES (EXCLUDING TWENTY20 & A W GREEN SHIELD)

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 60 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 5 overs in that spell (subject to his daily limit).
3. A bowler bowls 4 overs, and play is then interrupted for 40 minutes. He resumes bowling on resumption (a total of 44 minutes since he last bowled, by the time he commences the second over after the interruption). He can bowl only 2 more overs before being required to have a 60-minute break.
4. A bowler bowls 4 overs, and play is then interrupted for 40 minutes. He then waits a further 20 minutes after the resumption, and resumes bowling. This is the commencement of a new bowling spell, and he is permitted to bowl up to 6 overs in this spell (subject to his daily limit).

3.23 LAW 23 (DEAD BALL) shall apply.

3.24 LAW 24 (NO BALL) shall apply subject to related SCA policy regarding doubtful bowling actions. (Refer page 175).

3.24.1 Free Hit after a Foot Fault No Ball (First Grade Competition only)

- (a) The delivery following a No ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide), then the next delivery will become a free hit for whichever batsman 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.

3.25 LAW 25 (WIDE BALL) shall apply subject to the following.

- (a) Any offside or legside delivery that, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score, shall be called a Wide Ball.
- (b) As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a Wide Ball.
- (c) Strictly as a guide only, on the offside a ball passing the batsman more than 750mm wide of the off stump shall be called a Wide Ball. That distance shall be marked by a line drawn from popping crease to bowling crease on each side of the wicket (refer diagram page 155).
- (d) Umpires should apply a very strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket.
- (e) Under Law 25.2 (Delivery not a Wide) the above provisions do not apply if- the striker causes the ball to pass wide of him, or brings the

GAME 3- LIMITED-OVER MATCHES (EXCLUDING TWENTY20 & A W GREEN SHIELD)

ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke, by moving; or if the ball touches the striker's bat or person.

- 3.26 **LAW 26 (BYE AND LEG BYE)** shall apply.
- 3.27 **LAW 27 (APPEALS)** shall apply.
- 3.28 **LAW 28 (THE WICKET IS DOWN)** shall apply.
- 3.29 **LAW 29 (BATSMAN OUT OF HIS GROUND)** shall apply.
- 3.30 **LAW 30 (BOWLED)** shall apply.
- 3.31 **LAW 31 (TIMED OUT)** shall apply.
- 3.32 **LAW 32 (CAUGHT)** shall apply.
- 3.33 **LAW 33 (HANDLED THE BALL)** shall apply.
- 3.34 **LAW 34 (HIT THE BALL TWICE)** shall apply.
- 3.35 **LAW 35 (HIT WICKET)** shall apply.
- 3.36 **LAW 36 (LEG BEFORE WICKET)** shall apply.
- 3.37 **LAW 37 (OBSTRUCTING THE FIELD)** shall apply.
- 3.38 **LAW 38 (RUN OUT)** shall apply.
- 3.39 **LAW 39 (STUMPED)** shall apply.
- 3.40 **LAW 40 (THE WICKET-KEEPER)** shall apply subject to the following.

A fine of \$25 applies for a breach of Law 40.2 (Gloves), which must be paid by the club concerned.

- 3.41 **LAW 41 (THE FIELDER)** shall apply subject to the following.

3.41.1 Fielding Restrictions (all Grades)

- (a) 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 27.5 m. The ends of each semi-circle shall be joined to the other by a straight line (refer diagram on page 156).
- (b) At the instant of delivery, there may be no more than five fieldsmen on the leg side.
- (c) For the first 15 overs, only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- (d) From the 16th over until the end of the 30th over, only three fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- (e) For the remaining overs, five fieldsmen only are permitted to be outside the field restriction markings at the instant of delivery.

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- (f) In the event of an infringement of (b), (c), (d) or (e) above, either Umpire shall call and signal No Ball.
- (g) Where the maximum number of overs available to each team is reduced as a result of a delay in play or interruption to the innings of the team batting first, the field restrictions shall be reduced proportionately.
- (h) Where the maximum number of overs available to the team batting second only is reduced as a result of an interruption to play, the field restrictions for the innings of the team batting second shall apply in the same proportion as those for the innings of the team batting first.
- (i) Fractions of overs are ignored in all calculations re number of overs.

3.41.3 Protective Equipment- The Fielder

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 10 metres of the striker, except when fielding behind the wicket on the off-side, or as a wicket-keeper. Such protective equipment is defined as a helmet with grille fitted and protector. (Refer also Playing Condition 3.1.5 Protective Equipment- The Batsman).

3.42 LAW 42 (FAIR AND UNFAIR PLAY) shall apply subject to the following.

3.42.1 Law 42.6(a) (Bowling of fast short pitched balls)

- (a) A bowler shall be allowed to bowl one 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 shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.
- (c) The Umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.
- (d) In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined in (b) above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.
- (e) In the event of the bowler bowling more than one fast short pitched delivery in an over as defined in (b) above, the Umpire at the bowlers end shall call and signal No Ball on each occasion. In addition when the ball is dead, the Umpire shall caution the bowler, inform the Captain of the fielding side, the batsman at the wicket and the other Umpire of what has occurred. This caution shall apply throughout the innings.
- (f) If there is a second instance of the bowler being no balled for bowling more than one fast short pitched delivery in an over, the Umpire shall repeat the procedure in (e) above and advise the bowler that this is his final warning.

GAME 3- LIMITED-OVER MATCHES (EXCLUDING TWENTY20 & A W GREEN SHIELD)

- (g) 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.
- (h) The Umpires will then report the matter to the SCA which shall take whatever action is considered appropriate against the Captain and bowler concerned.
- (i) This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that Umpires may apply at any time.

3.42.2 Law 42.11 (Damaging the pitch- area to be protected)

- (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 First Grade or Second Grade, where the player concerned has been chosen as a late selection to fill a vacancy, and that player is not a regular Grade or Shires player.
- (c) A fine of \$25 applies for a breach of this Playing Condition, which must be paid by the club concerned.

3.42.3 Law 42.18 (Players' 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 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.

GAME 3- LIMITED-OVER MATCHES (EXCLUDING TWENTY20 & A W GREEN SHIELD)**TABLE 3- LOSS OF PLAY IN LIMITED-OVER MATCHES
(EXCLUDING TWENTY20 AND A W GREEN SHIELD COMPETITIONS)**

For time lost PRIOR to play, reduce innings by 1 over per team for each WHOLE 8.4 minutes lost.

For time lost DURING INNINGS OF THE TEAM BATTING FIRST,
reduce innings by 1 over per team for each WHOLE 8.4 minutes lost

Minutes Lost	Overs Lost
9	1
17	2
26	3
34	4
42	5
51	6
59	7
68	8
76	9

Minutes Lost	Overs Lost
84	10
93	11
101	12
110	13
118	14
126	15
135	16
143	17
152	18

Minutes Lost	Overs Lost
160	19
168	20
177	21
185	22
194	23
202	24
210	25

For time lost DURING INNINGS OF THE TEAM BATTING SECOND,
reduce innings by 1 over for each WHOLE 4.2 minutes lost.

Minutes Lost	Overs Lost
5	1
9	2
13	3
17	4
21	5
26	6
30	7
34	8
38	9

Minutes Lost	Overs Lost
42	10
47	11
51	12
55	13
59	14
63	15
68	16
72	17
76	18

Minutes Lost	Overs Lost
80	19
84	20
89	21
93	22
97	23
101	24
105	25

Refer to Playing Condition 3.16, for provision to make up lost time
PRIOR TO reducing overs.