

DUBBO DISTRICT CRICKET ASSOCIATION – T20 MATCHES - 20 OVERS PER SIDE

Except as varied hereunder, the MCC Laws of Cricket 2017 Code – 3rd edition 2022 shall apply. Note, all references to the “Governing Body” within the Laws of Cricket shall be replaced with the “DDCA Executive” (where available).

Playing Conditions effective as at 1st October 2025

LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

A team shall consist of 12 players. Only 11 players are allowed to field whilst the opposition team is batting. Players may interchange at any time provided that time is not wasted.

There must be one non-batter and one non-bowler in each team - these players do not need to be nominated prior to the commencement of the match. If required, all 11 players can bowl.

Players entering the field must be properly attired at all times, including any replacement players and / or those attending to batters or fielders at breaks in play.

1.2 Zero Alcohol Policy

DDCA matches are alcohol free events and Dubbo Council grounds are alcohol free zones.

This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in view or near underage players.

No glass bottles are to be taken onto the sporting fields.

Any infringement of this policy will be dealt with by the DDCA Executive.

LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following:

2.1 Fitness of Ground/Pitch, Weather, and Light

a. Unless DDCA has cancelled any or all matches (in any grade) for that day, the fitness of the ground, pitch, weather and light for the commencement or recommencement of play shall be judged solely by the Umpires.

b. When adverse weather delays the start of a match, no game shall commence within 55 minutes of the scheduled finish time on match day.

c. In lower grades and / or where no officially appointed Umpires are present, the decision is left to the Captains. If the Captains disagree, the “status quo” shall prevail.

2.2 Lightning

Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.

Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.

However, no person may remain on, or enter, the field of play in the event a lighting flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition. Any person who breaches this playing condition breaches the code of conduct and the umpires shall report such person/s to the Governing Body.

LAW 3 THE SCORERS

Law 3 shall apply.

LAW 4 THE BALL

Law 4 shall apply subject to the following:

4.1 A four-piece white leather 156grm ball is to be used in all Whitney Cup T20 games.

DDCA will provide the balls to be used, and a new ball is to be used at the start of each innings.

DDCA will advise all clubs of any changes to the balls to be used, with the colour of the balls also to be determined by DDCA.

4.2 Where possible, the umpires shall carry a spare, used ball.

Should the match ball in play end up in a location that will significantly delay the next delivery being bowled (e.g. tennis courts, Cenotaph area), the spare ball is to be used until the match ball is retrieved.

It is up to the fielding side to organise retrieval of the match ball. The match ball is to be used again as soon as it is retrieved.

LAW 5 THE BAT

Law 5 shall apply.

LAW 6 THE PITCH

Law 6 shall apply.

LAW 7 THE CREASES

Law 7 shall apply. See Appendix 1.

LAW 8 THE WICKETS

Law 8 shall apply.

LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

LAW 10 COVERING THE PITCH

Law 10 shall apply subject to the following;

10.1 To maximise opportunity of play, the use of Covers for all grade matches on Turf Wickets in Suspect Weather (if rain predicted)

If rain predicted, all turf wickets named in the draw must be covered by sunset as a minimum on the Thursday and Friday prior to the start of the match.

10.2 - Preliminary rounds

During the home and away season, the home Club or first named side is responsible to ensure that covers are used in order to maximize the possibility of play.

Until 1 hour before the scheduled starting time, the Home Club or first named side shall provide any labour required for the laying or removal of covers. After that time, and until 30 minutes after the match is completed both sides shall assist with the laying and removal, and packing away after the match if covers are dry.

If covers are wet, the first named side or home team must have them packed away as soon as weather allows and/or before the start of the next match. If covers have been used, the Umpire(s) shall assume sole control 30 minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers after this time.

10.3 - Removal of covers

The covers shall be removed no earlier than 6.30am, and no later than 9am, on each day of the match provided it is not raining, and there is no likelihood of rain, at the time, but they will be replaced if rain falls prior to the commencement of play.

Run-off water must not be allowed to drain onto the area immediately surrounding the pitch and bowlers run ups when removing the covers.

The covers must totally protect the pitch and also the pitch surroundings to a minimum of three meters either side of the playing pitch.

10.4 – Finals

If rain is predicted, all turf pitches must be covered by sunset as a minimum on the Thursday and Friday prior to the start of the Final.

Clauses 10.2 and 10.3 (above), shall apply, with the variation that the lower side on the ladder assumes the responsibility for the covers.

10.5 - Penalty

The penalty for failing to cover the wicket as per above;

10.5.a For a T20 game, the offending team is penalised three (3) competition points and the match is abandoned. The non-offending team receives first innings win points.

10.5.b. Failure to comply with the above during finals will lead to the disqualification of that team from finals.

Any disputes to the above are to be referred to DDCA.

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 There shall be an interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval, based on the following;

- Day time standalone matches 15 minutes
- Evening standalone matches 30 minutes
- Double header match days 10 minutes

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

Where it is agreed before the toss between the captains and the umpires that conditions are excessively hot, one drinks interval of a maximum of 5 minutes duration per innings is permitted.

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

Any player taking drinks onto the field shall be dressed appropriate cricket attire.

Both teams are still required to complete bowling their overs within the allotted innings time regardless if a drinks break is taken or not.

LAW 12 START OF PLAY AND CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of Play

Standard scheduled start and cessation times are as follows:

Standalone day matches

1st innings – 1.00pm to 2.30pm, 2nd innings 2.45pm – 4.15pm.

Standalone evening matches

1st innings – 6.30pm to 8.00pm, 2nd innings 8.30pm – 10.00pm.

Double headers

Game 1 – 1st innings – 5.30pm to 6.45pm, 2nd innings 6.55pm to 8.10pm

Game 2 – 1st innings – 8.20pm to 9.35pm, 2nd innings 9.45pm to 11.00pm

A 30 minute break is scheduled for standalone evening matches only. This is to allow for junior games and/or other exhibitions to take place.

If these are not to occur, the umpires and captains may reduce the innings break to 10 minutes.

Start times and intervals may be altered with the approval of the DDCA Technical Committee or DDCA Executive.

Standalone day matches can be adjusted to continue until 5.30pm if necessary due to weather or other interruptions.

Standalone evening matches can be adjusted to continue until 11.00pm if necessary due to weather or other interruptions.

These finish times are to be taken into account when calculating the new number of overs to be bowled by each team if an unscheduled break occurs.

Play is not to continue past the extended finish times noted above under any circumstances. Umpires, captains and players will need to be particularly mindful of this, especially during double headers, where innings time constraints allow 75 minutes to bowl 20 overs.

Start time and finish times will be published as part of the overall season draw however any proposed changes to scheduled start, finish and break times must be agreed by both teams by no later than two (2) weeks prior to the match and ratified by DDCA.

All match officials must be advised of these start, finish and break times.

DDCA reserves the right to amend the start and finish times of all matches.

LAW 13 INNINGS

13.1 The Toss

Physical team sheets shall be used and be available for perusal at the toss. Prior to the toss each captain shall show the opposing captain and the umpires the team sheet for their team.

An umpire shall either retain or take a photograph of both team sheets prior to the toss. The umpire shall keep the team sheets, or the photograph of both team sheets, until the end of the season.

It is an option for either captain to take a photograph of the opposition team sheet.

13.2 Uninterrupted match

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

It is the responsibility of the fielding Captain to ensure that the over rate is upheld, with the following exceptions;

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

b) 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.

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

d) The team bowling second must still complete their overs by the scheduled finishing time. If the team fielding second fails to bowl its quota of overs in the allowed timeframe play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

e) Teams unable to maintain the required over rate shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting), as well as the following penalties which can be applied at the discretion of the Umpires;

- If the Umpire(s) become aware of breaches 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.
- Offences under this playing condition can fall under the player misconduct code and can be dealt with as per the Laws, or the umpire/s may inform the offending team and bowler/s post the match of a report being put to the DDCA who may issue a warning, in writing, for the first offence to the player and captain. For a repeat offence, the player and Captain will be suspended for one match that will apply to the next senior match.

Penalties shall apply for teams who fail to meet the requirements of this clause as detailed below:

- For the team bowling first - for each over the team fails to commence past the deadline time, they shall lose the total number of overs from their batting innings.
(A part over in progress at the finish time shall be considered a whole over).
The batting side will be credited with 6 runs for every whole over that has not been bowled within the allowed timeframe.
- For the team bowling second - for each over the team fails to bowl past the deadline time, the batting team shall be awarded fifteen (15) runs per over for each over remaining.

13.3 Delayed or interrupted matches

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 5 overs each team to constitute a match)

The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour (or one over for each whole three and three quarter (3.75) minutes) in the total time available for play.

- b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) If an over recalculation comes up with a figure including a fraction then the calculation shall be rounded up to the nearest over.

13.4 Delay or Interruption to the Game – Over Reductions

- a) Where a day or night standalone match is scheduled, no overs shall be lost until all minutes of the playing time have been utilised.

Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be included in the time extension described above before overs are reduced.

- b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows –
 - i) Upon resumption of play umpires are to re-establish the scheduled finish time and calculate the number of minutes remaining to that time also deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.
 - ii) Using the total number of playing minutes that remain to the scheduled finish time that number shall be divided by four and a half (4.5) to come up with the maximum number of overs that remain in the game.
 - iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.
- c) To constitute a match, a minimum of 5 overs 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) Please note that where two T20 matches are scheduled to be played at the same venue on the same day (ie Double-headers) the lost time allowance will not apply to either match.

With reference to Clause 13.4.b.ii above, where double headers are being played, the rescheduling of overs shall be at the rate of three and three quarters (3.75).

The umpires shall have the sole responsibility for calculating the new number of overs to be faced by each team.

13.5 Number of Overs per Bowler

No bowler shall bowl more than four (4) overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total number of overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler.

Such part of an over will count as a full over in so far as each bowler's limit is concerned.

13.6 Restrictions on Youth Bowlers

No restrictions apply to young bowlers of medium pace or faster in regard to the number of overs which are allowed in a spell as each bowler is allowed a maximum of four (4) overs in an innings.

LAW 14 THE FOLLOW ON

Law 14 shall not apply.

LAW 15 DECLARATION AND FORFEITURE

Law 15 shall not apply.

LAW 16 THE RESULT

Law 16 shall apply subject to the following:

16.1 Determination of Winner

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, subject to the provisions of clause 13, unless one team has been all out in less than five (5) overs or unless the team batting second scores enough runs to win in less than five (5) overs. A match shall be a "no result" if both teams have not had the opportunity to bat for a minimum five (5) overs.

In any match in which both teams have had the opportunity to bat for the same number of overs.

- a) The team scoring the higher number of runs is the winner.
- b) In any match in which both teams have had the opportunity to bat for a minimum of five (5) overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the Duckworth/Lewis/Stern (DLS) method.

A match shall be a "no result" if;

- both teams have not had the opportunity to bat for a minimum 5 overs because:
 - a) the innings of the team batting first could not commence within 50 minutes of the scheduled or rescheduled end of play,

- b) the innings of the team batting second could not commence within 20 minutes of the scheduled or rescheduled close of play,
- c) the innings of the team batting second would be reduced to less than five (5) overs, as a result of an interruption to play after its commencement.
- a standalone day match does not commence before 3pm
- a standalone night match does not commence before 8pm

16.2 Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern (DLS) method. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended (with at least 5 overs having been bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie.

Otherwise the result is a win or loss by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.3 Tie

If the scores are equal, the result shall be a tie.

In all T20 finals matches a Super Over will occur to determine the winner.

16.4 Super Over – T20 finals only

- (a) If a T20 finals match is a tie, including by the Duckworth-Lewis method, then the teams shall contest a 1 over per side Super Over.
- (b) Subject to the fitness of ground, weather and light, the Super Over shall commence five (5) minutes after the conclusion of the match, at the same ground and using the same pitch.
- (c) The umpires shall stand at the same end as they stood during the match.
- (d) In both innings of the Super Over, the fielding side shall choose which end to bowl from.

Whilst neither team is required to nominate either the batters or bowler prior to each innings, once the opening batting pair enters the field of play they are not permitted to be changed.

Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends.

For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.

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

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

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

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

(i) Each team shall bat for one over unless all out earlier.

The number of batters is restricted to 3. If two wickets fall within the super over the innings is considered completed.

(j) In the event of both teams having the same score after completion of the Super Over, and if time permits, teams will continue to play additional Super Overs until a clear winner has been determined. Players who participate in each Super Over (bat/next to bat or bowl) are unable to participate again until all other players in a team have participated in a Super Over (bat/next to bat or bowl).

If the result cannot be decided a Super Over within time constraints, the winner shall be the team:

- a) With the higher number of sixes scored for the entire game (including super overs)
- b) If a) above cannot separate the teams, then the team with the higher number of fours scored for the entire game (including super overs)
- c) If a) and b) cannot separate the teams, the team with the higher score after 19 overs, or if still equal after 18 overs, or if still equal after 17 overs etc.

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

16.5 Competition points

Points shall be awarded for results gained, as follows:

Result	Points
Win	3
Tie	2
No result (match abandoned)	2
Loss	1

No bonus points apply to T20 matches

LAW 17 THE OVER

Law 17 shall apply.

LAW 18 SCORING RUNS

Law 18 shall apply.

LAW 19 BOUNDARIES

Law 19 shall apply subject to the following;

19.1 Minimum Boundary Size

The minimum boundary size for all matches shall be 50 metres

19.2 Maximum Boundary Size

The maximum boundary size for all matches shall be 70 metres

19.3 Setting of Boundaries

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

19.4 Setting of Boundaries – Safety Protocols

As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary flags / cones / witch's hats positioned at least 2.5 metres inside the fence or away from any other fixed object to define the boundary.

LAW 20 DEAD BALL

Law 20 shall apply.

LAW 21 NO BALL

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball

The delivery following 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.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

Field changes are not permitted for free hit deliveries (and fielders may only return to the general position they were standing when the No ball was delivered) unless:

- a) There is a change of striker (the provisions of clause 28 shall apply), or
- b) The No ball was the result of a fielding restriction breach in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change their mode of delivery for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

LAW 22 WIDE BALL

Law 22 shall apply subject to the following:

22.1 Judging a Wide

First and Second Grades

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

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

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

22.1.3 A delivery passing the striker on the offside outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach.

If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Guideline shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Clause 22.

22.1.4 Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether the striker has brought the ball within reach.

22.1.5 A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:

22.1.5.1 the ball passes between the striker and the stumps.

22.1.5.2 the striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.

22.1.5.3 the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

22.2 Ball Bouncing Over Head Height of Striker.

The Umpire shall call and signal Wide for any delivery which, after pitching, the ball passes or would have passed above the head height of the striker standing upright at the popping crease.

Lower grades

Law 22 to apply, however Umpires are instructed to take a firm and consistent stand to prevent wide leg side bowling.

LAW 23 BYE and LEG BYE

Law 23 shall apply.

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply.

LAW 25 BATTER'S INNINGS

Law 25 shall apply with the addition of:

25.1 - Over Age players (18 years old or over as at the date of the match).

At all times, the batter is required to wear a helmet while batting against fast or medium paced bowling. The helmet is defined as a British Standard (BS7928:2013) helmet. The umpires shall determine if the bowling is fast or medium pace.

At the umpire's discretion, a batter may request permission to remove his helmet when batting against spin / slow seam bowling. The umpire is not to hold the helmet, and the batter must not waste time swapping his helmet for a hat

In matches without a badged umpire, the batter must wear a helmet at all times.

25.2 - Under Age players (Under 18 years old as at the date of the match).

The wearing of helmets whilst batting, keeping over the stumps or fielding within 10 metres of pitch for all underage players is compulsory.

25.3 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.2 but are not held responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

PLEASE REFER TO THE DDCA HELMET POLICY FOR FURTHER DETAILS

25.4 Runners

Runners are allowed for an injured striker as per the Laws of the game.

The non allowance of runners is only applicable in first class cricket competitions.

LAW 26 PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 THE WICKET-KEEPER

Law 27 shall apply subject to the following:

27.1 Protective Equipment

At all times, when wicket keeping up to the stumps, a wicket-keeper shall wear a protector as well as a compliant helmet (as per Clause 25.1 above) fitted with a grille.

PLEASE REFER TO THE DDCA HELMET POLICY FOR FURTHER DETAILS

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Helmets

The wearing of helmets whilst wicket keeping over the stumps or fielding within 7 metres of from the batter's position on the popping crease on a middle stump line (for example, short leg or silly point), with the exception of any fielding position behind the popping crease (on both the off and on sides) is compulsory.

PLEASE REFER TO THE DDCA HELMET POLICY FOR FURTHER DETAILS

First and Second Grade

28.2.1 Limitation of On Side fielders

At the instant of the bowler's delivery, there may not be more than five (5) fielders on the on side. In the event of infringement by any fielder, either umpire shall call and signal No Ball.

28.2.2 Restrictions on the Placement of Fielders

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' placed at regular intervals.

Where a fielding circle / restriction area is not marked on the field the Umpires and / or match officials are to confirm the fielding details with captains and coaches prior to the toss. All parties are to use judgement and commonsense on the application of this requirement throughout the match.

No more than 5 fielders are allowed outside what would reasonably be considered the 30 yard 27.43M circle at any time.

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

a) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive (or as varied via an interrupted match).

b) Powerplay 2 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive (or as varied via an interrupted match).

c) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal “No Ball”.

Lower Grades

28.3 Fielding restrictions

Law 28 to apply - DDCA has determined that in lower grades no such fielding restrictions shall apply for the duration of the game.

28.4 Storage of Players Equipment/Apparel

Player’s equipment / apparel not in use should be removed from the playing arena.

28.4 Wicketkeeper/Fielder’s Helmet

Law 28.3 shall apply.

28.5 Powerplays – Reduced Overs

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

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

Innings duration	Powerplay 1	Powerplay 2
5	2	3
6	2	4
7	2	5
8	2	6
9	3	6
10	3	7
11	3	8
12	4	8
13	4	9
14	4	10
15	5	10
16	5	11
17	5	12
18	5	13
19	6	13

LAW 29 THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 BATTERS OUT OF HIS/HER GROUND

Law 30 shall apply.

LAW 31 APPEALS

Law 31 shall apply.

LAW 32 BOWLED

Law 32 shall apply.

LAW 33 CAUGHT

Law 33 shall apply.

LAW 34 HIT THE BALL TWICE

Law 34 shall apply.

LAW 35 HIT WICKET

Law 35 shall apply.

LAW 36 LEG BEFORE WICKET

Law 36 shall apply.

LAW 37 OBSTRUCTING THE FIELD

Law 37 shall apply.

LAW 38 RUN OUT

Law 38 shall apply.

LAW 39 STUMPED

Law 39 shall apply.

LAW 40 TIMED OUT

Law 40 shall apply.

LAW 41 UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 DANGEROUS & UNFAIR BOWLING

Law 41.6 applies subject to the following;

- a) A bowler shall be limited to one (1) fast short-pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball, which after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to (f) below, a ball that passes clearly above head height of the batter, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called and signalled "No Ball".
- e) For the avoidance of doubt any fast short-pitched delivery that is called a No Ball under this playing condition shall also count as the one (1) allowable short-pitched delivery for that over.
- f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in (b) above, the umpire at the 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 second fast short-pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forth with. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.
- l) The umpires will then report the matter to the DDCA Executive who shall take such action as is considered appropriate against the captain and the bowler concerned.

41.2 BOWLING OF HIGH FULL PITCHED BALLS

Law 41.7 applies with the following additional information;

- a) As a guide, an official warning should only be given against a bowler for a high full toss delivery if the umpire answers YES to each of these questions –

- i) Was the ball delivered full pitch above the waist of the striker.
- ii) Was the delivered ball directed at the body of the striker.
- iii) Whether or not the ball is struck by the batters, If the delivered ball had hit the striker in the body would it have potentially caused significant injury.

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

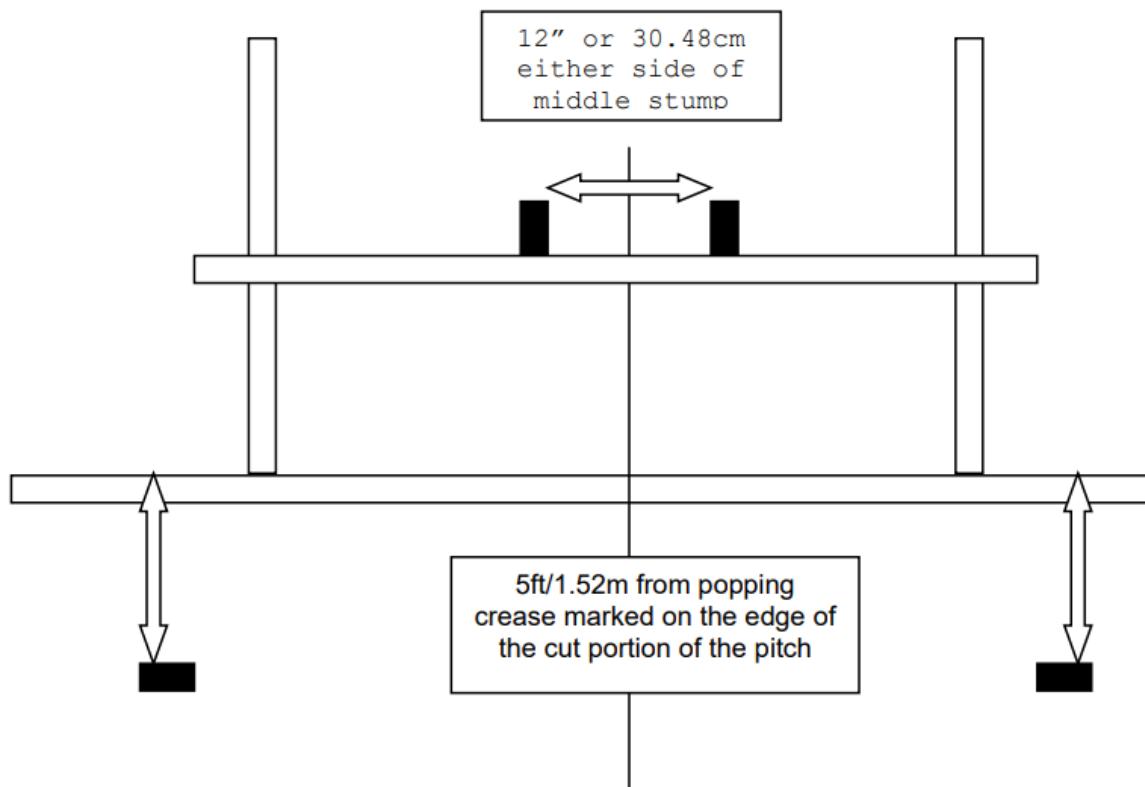
41.3 PENALTY RUNS

Matches conducted where a Macquarie Valley Cricket Umpires Association (MVCUA) badged umpire is appointed, the full range of options under Law 41 and the application of penalty runs are available for the umpire to enforce.

For matches without a MVCUA badged umpire appointed (ie where matches are self-umpired by the teams), the awarding of 5 penalty runs for transgressions by players will not be invoked except for Law 28.2 (a fielder fielding the ball other than with any part of his person) and Law 28.3 (a ball in play strikes a helmet belonging to the fielding side which has been placed on the ground within the field of play).

LAW 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

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



LAW 42 PLAYER'S CONDUCT

Law 42 shall apply as follows:

Law 42.1 (Unacceptable conduct)

- a) Any Club member, umpire or Club official engaging in disorderly or improper behaviour, either on or off the field, and whether taking part in a match or not, breaches the Code of Conduct and may be dealt with by the DDCA.
- 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 DDCA's Code of Conduct 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 DDCA's Code of Conduct. Such persons shall include all those serving as honorary or paid umpires, scorers, coaches, selectors, team managers, team support staff, ground managers and canteen staff. Such Membership may be Honorary, Non-Playing, or of any other form that is available to the club.
- d) Any player guilty of a breach of the Code of Conduct during the season, in any match, in any grade or competition, is ineligible to receive a perpetual award at the end of season presentation.
- e) The captain of a team may be deemed to have breached the Code of Conduct if a player in that team engages in disorderly or improper conduct or behaviour. The captain, if deemed by the umpire to have breached the Code of Conduct under this interpretation, may be dealt with by the DDCA's Judiciary Committee.
- f) Umpires, captains, club officials and the Board of the DDCA shall have the right to cite persons in contravention of the Code of Behaviour to appear before the Code of Behaviour Judiciary.
- g) The Code of Behaviour provides guidelines as to the seriousness of various offences, and forms for reporting alleged breaches. Umpires, captains, club officials and the Board of the DDCA reporting alleged offences should consult the Code of Behaviour for appropriate reporting procedures.

1.8 The Board shall appoint a Judiciary Coordinator to handle all matters relating to alleged breaches as outlined in the Code of Behaviour.

1.9 Any party to a ruling of the Code of Behaviour Judiciary may appeal to a meeting of the Board of the DDCA.

Please refer to Cricket NSW Code of Conduct procedures

LOSS OF PLAY IN T20 MATCHES

STANDALONE MATCHES - For time lost PRIOR to play, and allowing for the finish time extension available, reduce the innings by 1 over per team for each 9 minutes lost.

For time lost DURING THE INNINGS OF THE TEAM BATTING FIRST, and allowing for the finish time extension available, reduce the innings by 1 over per team for each 9 minutes lost.

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
9	1	54	6	99	11
18	2	63	7	108	12
27	3	72	8	117	13
36	4	81	9	126	14
45	5	90	10	135	15

Time lost DURING THE INNINGS OF THE TEAM BATTING SECOND, and allowing for the finish time extension available, reduce the innings by 1 over for each 4.5 minutes lost.

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
5	1	27	6	50	11
9	2	32	7	54	12
14	3	36	8	59	13
18	4	41	9	63	14
23	5	45	10	68	15

DOUBLE HEADER MATCHES - For time lost PRIOR to play, reduce the innings by 1 over per team for each 7.5 minutes lost.

For time lost DURING THE INNINGS OF THE TEAM BATTING FIRST, reduce the innings by 1 over per team for each 7.5 minutes lost.

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
8	1	45	6	83	11
15	2	53	7	90	12
23	3	60	8	98	13
30	4	68	9	105	14
38	5	75	10	113	15

Time lost DURING THE INNINGS OF THE TEAM BATTING SECOND, reduce the innings by 1 over for each 3.75 minutes lost.

Minutes lost	Overs lost	Minutes lost	Overs lost	Minutes lost	Overs lost
4	1	23	6	41	11
8	2	26	7	45	12
11	3	30	8	49	13
15	4	34	9	53	14
19	5	38	10	56	15

END