

DUBBO DISTRICT CRICKET ASSOCIATION - LIMITED OVERS MATCHES - 40 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:

1.1 A team has the option of naming 12 nominated players. Only 11 fieldsmen shall be permitted on the field at any one time and one player shall not be permitted to bat. The non-batter does not need to be nominated prior to the toss. If required, 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 playing arena.

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 130 minutes of the scheduled finish time on match day.

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.

2.3 Umpires

If no official / badged umpire(s) is / are appointed to officiate a match by the Macquarie Valley Cricket Umpires Association (MVCUA) then the captain of the team batting will ensure that suitable umpires are provided at both the bowling end and at square leg.

The captain of the batting team is responsible for the competence and conduct of such umpires.

The DDCA Board may intervene with severe penalties where the integrity of the game is placed at risk.

LAW 3 THE SCORERS

Law 3 shall apply.

PlayHQ scoring application may be used for all matches, and dedicated scorers should be registered and noted on PlayHQ.

Teams are encouraged to complete scoring via the PlayHQ app where possible however due to the possibility of data or connectivity issues CWW recommends that at least one hardcopy scoresheet is maintained in conjunction to using the PlayHQ scoring application.

Where a match is scored manually via scorebooks only;

- Scorebooks are to be fully completed (including all batting, bowling and fielding statistics)
- the scores are to be confirmed and agreed by both captains and the umpire (where one is appointed) before leaving the ground
- scores are to be lodged by both teams into PlayHQ by midday Monday after the completion of the match

In the event scores are not fully completed and lodged into PlayHQ by the cutoff time, the club shall be fined \$50.00 per game

LAW 4 THE BALL

Law 4 shall apply subject to the following:

DDCA stamped four-piece balls will be used in 1st and 2nd grade matches. Approved balls for use will be Kookaburra Regulation and Club Match (Red or white as applicable).

DDCA approved two-piece stamped balls for use in 3rd and 4th grade matches will be Kookaburra Tuff Pitch, Special Test, Red King.

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.

Clubs are to use the same brand, and a new ball is to be used at the start of each innings.

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 One Day game, the offending team is penalised four (4) 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 Executive.

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 The change of innings interval is 20 minutes, computed from the end of the innings of the team batting first.

11.2 Where the innings of the team batting first ends in 20 overs or less, the length of the interval is reduced to 10 minutes. The game is then played to completion with no further intervals other than drinks breaks.

11.3 Drinks Breaks

a) One 10 minute drinks interval per innings shall be permitted at the end of 20 overs.

b) If an innings is reduced to a total of 31 to 39 overs in duration the timing of the drinks break shall be pro-rated so that the number of overs is as close to even as possible.

c) Where an innings is reduced to 30 overs or less the drinks break shall be taken at the halfway point of the innings notwithstanding that no drinks break shall be scheduled at all if the match is reduced to less than 20 overs.

d) If a wicket falls during the over which a drinks break is scheduled at the end of that over then the break shall be taken immediately

e) Under conditions of extreme heat the umpires may permit extra intervals for drinks.

f) 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 in appropriate cricket attire.

LAW 12 START OF PLAY AND CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play (day matches)

1st Session	1:00pm to 3:50pm
Innings Interval	3:50pm to 4:10pm
2nd Session	4:10pm to 7:00pm

12.2 Where approved, Day/Night matches will consist of 2 sessions of play, each of 170 minutes duration, with intervals equal to those set for day matches.

Actual playing times shall be approved by the DDCA Match Committee.

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

LAW 13 INNINGS

13.1 The Toss

Lists of the names of players in a team are to be handed to the umpire and to the opposing captain prior to the toss at the beginning of each match. **Under 19 players are to be noted for bowling purposes.**

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.

If a team does not have at least seven players at the ground 10 minutes before the scheduled commencement of a match then the team shall be deemed to have lost the toss. If neither

team can comply then the first team with seven players present shall be deemed to have won, the toss.

If a team of at least seven players is not ready to commence play at the scheduled starting time or resume after a break, then that team shall be penalised one competition point.

If a team of at least seven players is not ready to commence play within 15 minutes after the scheduled starting time then that team will forfeit the match.

13.2 Uninterrupted match

a) Each team shall bat for 40 (six-ball) overs unless all out earlier.

It is the responsibility of the fielding Captain to ensure that the over rate average of 15 overs per hour 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 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 (170 minutes), play shall continue until the required number of overs has been bowled.

c) Where the first innings goes over 170 minutes in duration the 20 minute innings break shall be reduced to no less than 10 minutes to absorb some or all of the extra time taken in the first innings to complete the overs.

d) If the team fielding second fails to bowl its quota of overs in less than 170 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.

e) Teams unable to maintain the required average over rate of 15 overs per hour 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
- For the team bowling second, for each over the team fails to bowl past the deadline time, the batting team shall be awarded seven (7) 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 15 overs each team to constitute a match)

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each 4 minutes) in the total time available for play.

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

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

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

e) In the event of a delayed start or interrupted match, innings intervals are to be reduced as follows;

Actual Playing Time Lost	Interval
61 minutes or more	10 minutes

13.4 Delay or Interruption to the Game – Over Reductions

a) Available number of overs remaining in the match shall be calculated as follows –

i) Upon resumption of play umpires (in consultation with the DDCA Match Committee if available) 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 4 to come up with the maximum number of overs that remain in the game.

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

c) To constitute a match, a minimum of 15 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

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

13.5 Number of overs per bowler

No bowler shall bowl more than 8 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 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

Number of Overs in a Spell and a Day

No medium pace or faster style bowler 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:

The umpires shall determine if the bowling is fast or medium pace.

Length of Spells

AGE AT 31 AUGUST	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN A DAY'S PLAY
Under 19	8	20
Under 18	7	20
Under 17	6	16
Under 16	6	16
Under 15	5	12
Under 14	5	10
Under 13	4	8

Note: These restrictions DO NOT apply to spin/slow bowling, subject to the conditions outlined below

REST PERIODS

The break between spells is to be a minimum of 30 minutes (including any interruptions to play).

A bowler who has bowled a spell of less than the maximum spell permitted for their age noted in the table 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.

Change of Bowling Type

Where a bowler changes between medium pace or faster and spin/slow bowling during an innings;

- a) if the bowler begins with medium pace or faster, the bowler is subject to the Playing Condition throughout the day; and
- b) if the bowler begins with spin/slow bowling and changes to medium pace (or faster), the Playing Condition applies from the time of the change, and all overs of spin/slow bowling

bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

The team Captain must indicate to the Umpire(s) on the team sheet each player to whom this playing condition applies and note their age.

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 15 overs, subject to the provisions of clause 13, unless one team has been dismissed in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs. A match shall be a “draw” if both teams have not had the opportunity to bat for a minimum of 15 overs because:

- a) the innings of the team batting first could not commence within 130 minutes of the scheduled or rescheduled end of play
- b) the innings of the team batting second could not commence within 60 minutes of the scheduled or rescheduled close of play or,
- c) The innings of the team batting second would be reduced to less than 15 overs, as a result of an interruption to play after its commencement.

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

- d) The team scoring the higher number of runs is the winner.
- e) In any match in which both teams have had the opportunity to bat for a minimum of 15 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.

Bonus Points will NOT be allocated to apply to any DLS affected games.

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 15 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.

16.2.1 In all grades this revised target is to be calculated using the current 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 15 overs completed) 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.

It is the responsibility of the scorers to determine the par score via the use of the PlayHQ function, and this is to be relayed to the Captains and Umpire(s) before play commences or resumes after each interruption.

16.3 Competition Points

Points shall be awarded for results gained, as follows;

Result	Points
Win	5
Tie	3
Bye, draw or no result	3
Loss	1

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

Where no play was possible (ie washout), additional points equal to the minimum bonus points scored by any other side in that grade for that round to be applied to both teams.

16.3.1 – Bonus Points – 1st and 2nd grades only

- a) In order for the team batting first to gain one bonus point, it must bowl the opposition out for less than 75% of the target score.
- b) In order for the team batting second to gain one bonus point, the target score must be achieved by the end of the 32nd over (or in a reduced overs match, it must bat for no more than 75% of its maximum number of overs).
- c) Where matches are shortened and targets revised through the DLS method, bonus points do not apply.

In games where the overs have been reduced the bonus point time frame changes for the team batting second, to a percentage of overs to be faced (75% respectively for bonus points).

The umpires and the two team captains are required to clarify the new over requirements prior to the second innings commencing.

In this event, the required overs are to be rounded down, eg. 37 overs remaining x 75% = 27.75 overs therefore the team batting 2nd will need to pass the 1st team's score in 27 overs to receive a bonus point).

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 subject to the following;

- If a ball is delivered and hits overhead wires that overhang above any ground it will be called a 'Dead Ball' and replayed if hit from the bat. If the ball strikes overhead wires from a throw, then play continues.
- If a delivery hits a join in a synthetic pitch. The ball shall be re bowled.
- Trees on, or overhanging grounds are regarded as boundaries if struck by a ball delivered by the bowler, whether hit by the batsman or not. If the ball in play hits the tree from a throw, then play continues. If a ball lodges in a tree from a throw, then 'Dead Ball' is called and completed runs plus the run currently in progress are awarded.

LAW 21 NO BALL

Law 21 shall apply subject to the following:

21.1 Free hit after a No ball – 1st grade only

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 (1st Grade only):

22.1 Judging a Wide

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

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

22.1.2 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.

LAW 23 BYE and LEG BYE

Law 23 shall apply.

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply as follows;

For 1st grade teams that have 12 nominated players -

a) If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 24.4). The umpire shall give such consent as soon as practicable.

b) If the player is absent from the field for longer than 8 minutes:

i) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

ii) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

c) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

d) This restriction shall not apply at the commencement of a new day's play.

e) In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he

shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

For teams with 12 nominated players in both 2nd and 3rd grade, Law 24.2 does not apply to those nominated players. That is, one of the nominated twelve players coming on to the field may bowl immediately, instead of having to wait out any applicable time on the field before bowling. However, players being replaced by a non-nominated replacement fielder are still subject to Law 24.2.

LAW 25 BATTER'S INNINGS

Law 25 shall apply with the addition of:

25.1 - Over Age players (18 years old and older 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 under age 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 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

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.

PLEASE NOTE POWERPLAY RESTRICTIONS ONLY APPLY TO RSL WHITNEY CUP MATCHES.

No powerplay restrictions apply to PINNINGTON or KELLY Cup matches, however 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 40 overs, these are overs 1 to 10 inclusive (or as varied via an interrupted match).
- b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 11 to 30 inclusive (or as varied via an interrupted match).

c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 31 to 40 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".

28.3 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	Powerplay 3
15	4	8	3
16	4	8	4
17	5	8	4
18	5	9	4
19	5	10	4
20	5	10	5
21	6	10	5
22	6	11	5
23	6	12	5
24	6	12	6
25	7	12	6
26	7	13	6
27	7	14	6
28	7	14	7
29	8	14	7
30	8	15	7
31	8	15	8
32	8	16	8
33	9	16	8
34	9	17	8
35	9	18	8
36	9	18	9
37	10	18	9
38	10	19	9
39	10	20	9

LAW 29 THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 BATTER OUT OF THEIR 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 and Unfair Bowling

Law 41.6 applies subject to the following amendments;

- a) A bowler shall be limited to two (2) fast short-pitched deliveries 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 call and signal "Wide".
- e) For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this playing condition shall also count as one of the two (2) allowable short-pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- g) If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the 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 two fast short-pitched deliveries in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forth with. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

I) 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.

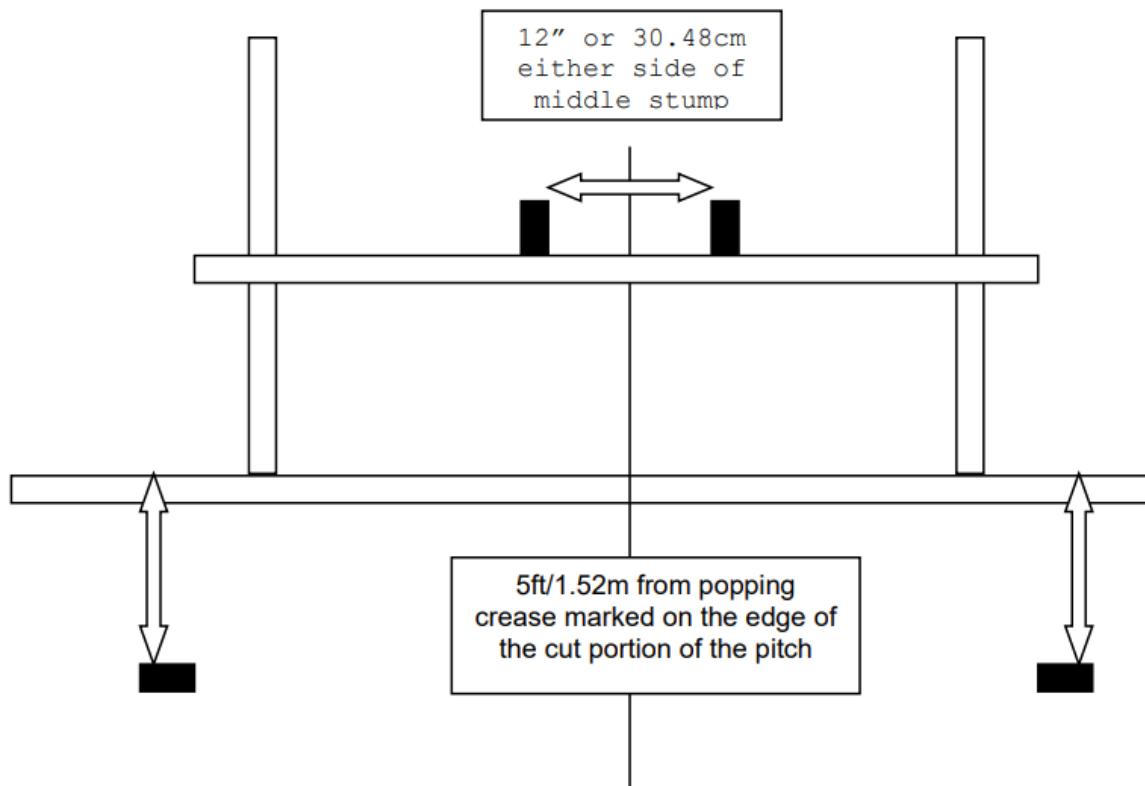
(ii) Was the delivered ball directed at the body of the striker.

(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.

LAW 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

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



*** Please note ***

For matches where a MVCUA badged umpire has been appointed, the full range of penalty runs are available for the umpire to enforce.

For games without a MVCUA appointed badged umpire appointed (ie matches self-umpired by the players) the awarding of 5 penalty runs will be restricted to the following;

- Law 28.2 (a fielder fielding the ball other than with any part of his person)
- 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 42 PLAYERS 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.~~

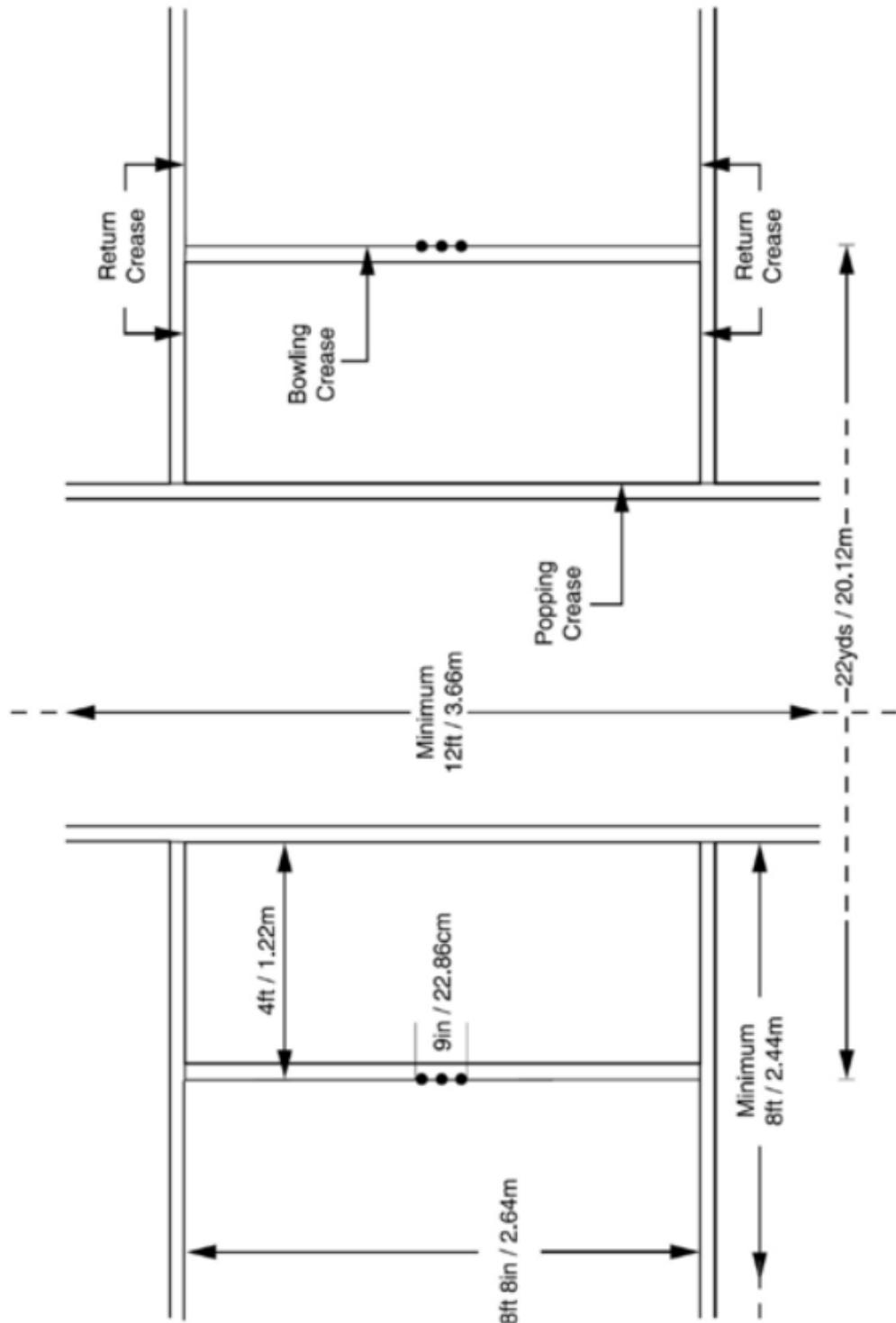
~~1.8 The Board shall appoint a Judiciary Coordinator to handle all matters relating to alleged breaches as outlined in the Code of Behaviour.~~

~~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

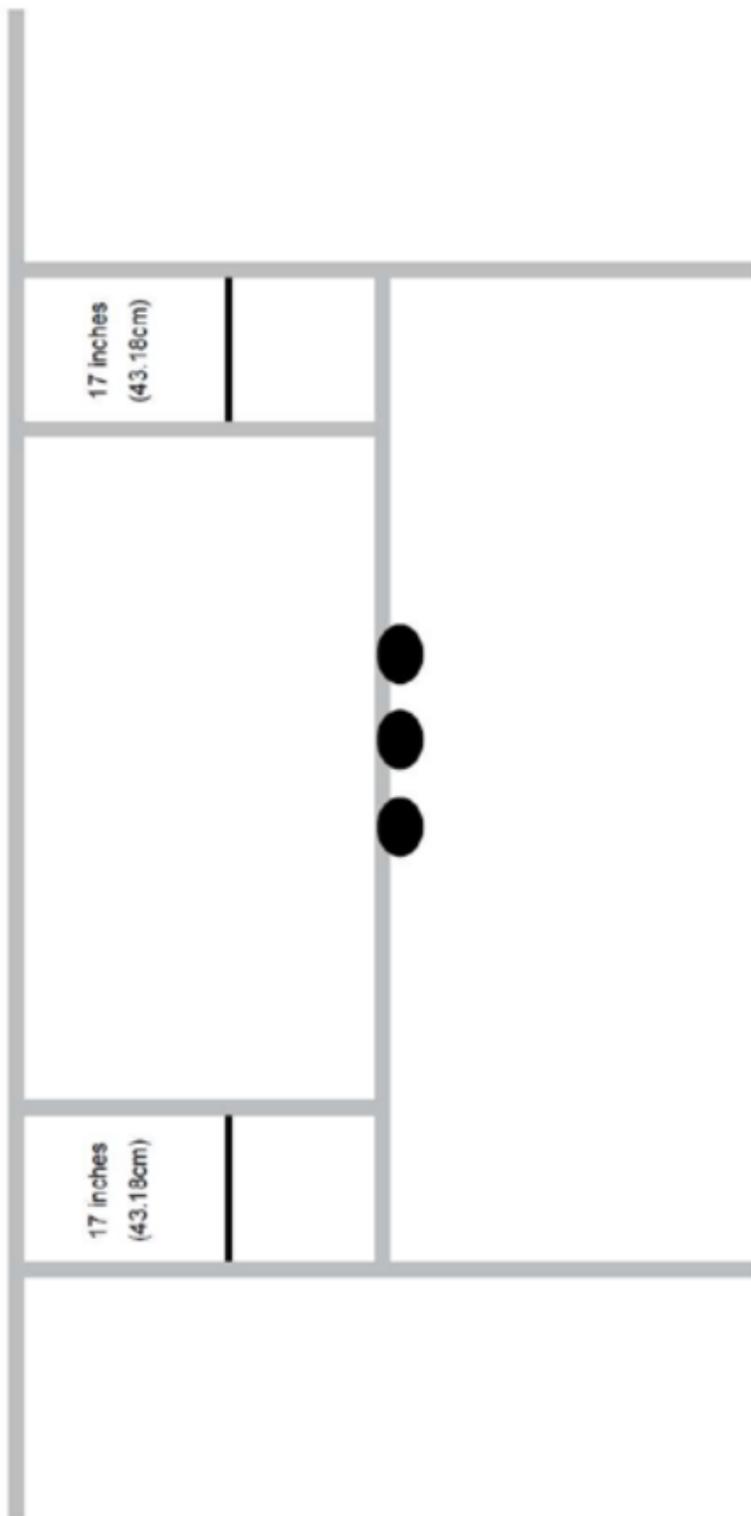
APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines



APPENDIX 3 - LOSS OF PLAY IN LIMITED-OVER MATCHES

For time lost PRIOR to play, reduce innings by 1 over per team for each 8 minutes lost.

For time lost DURING THE INNINGS OF THE TEAM BATTING FIRST, reduce the innings by 1 over per team for each 8 minutes lost.

Minutes lost	Overs lost						
8	1	80	10	152	19	224	28
16	2	88	11	160	20	232	29
24	3	96	12	168	21	240	30
32	4	104	13	176	22	248	31
40	5	112	14	184	23	256	32
48	6	120	15	192	24	264	33
56	7	128	16	200	25	272	34
64	8	136	17	208	26	280	35
72	9	144	18	216	27		

Time lost DURING THE INNINGS OF THE TEAM BATTING SECOND, reduce the innings by 1 over for each 4 minutes lost.

Minutes lost	Overs lost						
4	1	40	10	76	19	112	28
8	2	44	11	80	20	116	29
12	3	48	12	84	21	120	30
16	4	52	13	88	22	124	31
20	5	56	14	92	23	128	32
24	6	60	15	96	24	132	33
28	7	64	16	100	25	136	34
32	8	68	17	104	26	140	35
36	9	72	18	108	27		