

CCNSW HANDBOOK 2023/2024



COUNTRY CRICKET NSW



MAJOR PARTNER



CRICKET
NEWCASTLE



NORTH
COAST
CRICKET



CRICKET
CENTRAL COAST



CENTRAL NORTH
CRICKET



Riverina
CRICKET



WESTERN ZONE

COUNTRY CRICKET NSW 2023/2024

Committee and Sub Committees

x x

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COUNTRY CRICKET NSW 2023/2024 OFFICE BEARERS

CHAIR

Mr Paul Marjoribanks (Newcastle)

DEPUTY CHAIR

Mr Michael Erdeljac (Riverina)

COMMITTEE OF MANAGEMENT

Country Delegates

Messrs. Paul Marjoribanks (Newcastle), James Figallo (Central Coast)
Paul Dilley APM (North Coastal), Michael Erdeljac (Riverina), Mark Frecklington (Western)
Terry Psarakis OAM (Central Northern), Jackson Surman (Greater Illawarra)
Gary Herd (Southern Districts)

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LIFE MEMBERS

Denis Broad OAM (1993), John O'Dwyer OAM (1995), Brian Gainsford OAM (2001)
Greg Bennett (2003), Mark Curry (2003), John McMahon OAM (2006)
Mike Silver OAM (2008), Simon Moore (2013), Marie Cornish OAM (2016)
John Moriarty OAM (2017), John (Tim) Grosser (2018), Ian Hogg (2018)
Carolyn Sheehan (2019), Graeme Creighton (2020), Colin Wood (2020)
Greg Arms, (2021), Dennis Cox (2021), Tim Clayton (2023), David Nichols (2023)
David Redden (2023)

DECEASED LIFE MEMBERS

G Browne (2004), I H Ewin OAM (1991), R Heaps OAM (1991)
J F McNamara OAM (1991), R C Penberthy (1991), K G Robson OAM (1999)
M Lilienthal OAM (1991)

Cover

Matt Everett – Josh Hazlewood Medal - NSW Male Country Player of the Year
Jodie Hicks – Alex Blackwell Medal - NSW Female Country Player of the Year

COUNTRY CRICKET NSW

Listed below are the various NSW Country Cricket Association Sub-Committees, Code of Conduct Commissioner, Sub-Committees and their composition for 2023/2024.

CODE OF CONDUCT COMMISSIONERS

Wayne Evans OAM, Roy Amos

JUDICIARY COMMITTEE

Wayne Evans OAM (Chair), John Moriarty OAM and Ian Hogg
Emergency Member: Paul Dilley APM

LIFE MEMBERSHIP SUB COMMITTEE

Paul Dilley APM (Chair), Ian Hogg, Mike Silver OAM

FINANCE SUB COMMITTEE

Terry Psarakis OAM (Chair), Bruce Whitehouse

ZONE BOUNDARIES SUB COMMITTEE

Paul Marjoribanks (Chair), Jackson Surman, Bruce Whitehouse

PROGRAMS and COMPETITIONS SUB COMMITTEE

Michael Erdeljac (Chair), Mark Frecklington, Paul Marjoribanks

GOVERNANCE SUB COMMITTEE

Paul Dilley APM (Chair), Mark Frecklington, Bruce Whitehouse

PROTESTS and DISPUTES SUB COMMITTEE

James Figallo (Chair), Paul Dilley APM, Mark Frecklington

WEBSITE

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ACKNOWLEDGMENT OF COUNTRY

Country Cricket NSW acknowledges the Australian Aboriginal and Torres Strait Islander peoples of this nation. Country Cricket NSW acknowledges the traditional custodians of the lands on which our carnivals are held and pays its respect to ancestors and Elders, past, present and emerging.

COUNTRY CRICKET NSW

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COUNTRY CRICKET NSW

AUSTRALIA'S FUTURE HEROES

COUNTRY CRICKET NSW

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Details as above

Cricket Councils

Hunter Valley, Northern Inland

COUNTRY CRICKET NSW

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COUNTRY CRICKET NSW

GREATER ILLAWARRA

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Plan B Country Bash – North Coast Chargers (female)

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Far North Coast, North Coast, Mid North Coast

COUNTRY CRICKET NSW

Far North Coast Cricket Council

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COUNTRY CRICKET NSW

RIVERINA CRICKET ZONE

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Plan B Country Bash – Riverina Bullets

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Murrumbidgee, Northern Riverina, Cricket Albury Wodonga Country, Southern Riverina

COUNTRY CRICKET NSW

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Cootamundra, Gundagai, Temora, Tumut, Wagga Wagga, Yass, Young

Cricket Albury Wodonga Country

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COUNTRY CRICKET NSW

Southern Riverina Cricket Council

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Barooga Masters, Campaspe, Deniliquin, Murray Valley



COUNTRY CRICKET NSW

AUSTRALIA'S FUTURE HEROES

COUNTRY CRICKET NSW

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COUNTRY CRICKET NSW

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District Cricket Associations

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COUNTRY CRICKET NSW

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AUSTRALIA'S FUTURE HEROES

COUNTRY CRICKET NSW

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COUNTRY CRICKET NSW

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COUNTRY CRICKET NSW
AUSTRALIA'S FUTURE HEROES

COUNTRY CRICKET NSW

McDONALD'S OPEN COUNTRY CHAMPIONSHIP 2023/24 Tamworth and Orange

Tamworth - Northern Pool

Round 1 – 10am 17 November 2023

Central Northern v Newcastle

Greater Illawarra v North Coastal

Orange – Southern Pool

Round 1 – 10am 24 November 2023

Riverina v Southern Districts

Western v Central Coast

Round 2 – 10am 18 November 2023

North Coastal v Newcastle

Greater Illawarra v Central Northern

Round 2 – 10am 25 November 2023

Western v Riverina

Central Coast v Southern Districts

Round 3 – 9.30am 19 November 2023

Newcastle v Greater Illawarra

Central Northern v North Coastal

Round 2 – 9.30am 26 November 2023

Western v Southern Districts

Riverina v Central Coast

Final – 10 December 2023

Winner Northern Pool v Winner Southern Pool – Venue TBA

Reserve Day – 11 February 2024

TOYOTA AUSTRALIAN COUNTRY CHAMPIONSHIPS – January 2024

Newcastle, Lake Macquarie and surrounds

Male Competition –3 - 10 January 2024

Female Competition – 4 – 10 January 2024

COUNTRY CRICKET NSW

PLAN B COUNTRY BASH MALE 2023/24

Northern Pool 15 November 2023

Central Northern, Greater Illawarra
Newcastle, North Coastal

Southern Pool 22 November 2023

Central Coast, Riverina
Western, Southern Districts

Final – date and venue TBA

Winner Northern Pool v Winner Southern Pool

PLAN B COUNTRY BASH FEMALE 2023/24

Sixers Conference Pool Central Coast 3 and 4 November 2023

Newcastle Blasters, North Coast Chargers,
Northern Inland Bolters, Central Coast Rush

Thunder Conference Goulburn and Crookwell 3 and 4 November 2023

Illawarra Flames, Western Outlaws
Southern Districts, Riverina Bullets

Plan B Country Bash Female Final 21 November 2023 – Cricket Central

Winner Sixers Pool v Winner Thunder Pool



COUNTRY CRICKET NSW

STATE CHALLENGES 2023/24

Male State Challenges

Under 14 Male State Challenge

22 - 25 January 2024 - Dubbo

Female State Challenges

Under 15 Female State Challenge

23 - 25 January 2024 - Dubbo

NATIONAL CHAMPIONSHIPS 2023/24

Male National Championships

Under 19

30 November – 7 December 2023 – Albury

Under 17

4 – 11 January 2024 - Ballarat

Female National Championships

Under 19

14 – 21 December 2023 – Brisbane

Under 16

17 – 24 January 2024 - Hobart

YOUTH CHAMPIONSHIPS CARNIVALS 2023/24

Northern

Under 13

Armidale 18 – 21 December

Southern

Under 13, 14 and 15

Dubbo, Narromine and Wellington
18 – 21 December

Under 14

Raymond Terrace 18 – 21 December

Under 15

Tamworth – 18 – 21 December

WEBSITE

<https://www.nswyouthchampionships.com.au/>



CRICKET NSW
YOUTH CHAMPIONSHIPS

COUNTRY CRICKET NSW

McDONALD'S COUNTRY COLTS 2023/24 **South Coast and Shoalhaven** **3 – 6 October 2023**

Round 1 – 10am 3 October 2023 (50 overs a side)

Central Northern v Riverina

Newcastle v Greater Illawarra

North Coastal v Western

Central Coast v Southern Districts

Round 2 – 10am 4 October 2023 (Twenty20)

Central Northern v North Coastal

Greater Illawarra v Western

Newcastle v Southern Districts

Central Coast v Riverina

Round 3 – 10am 4 October 2023 (Twenty20)

Central Northern v Southern Districts

Greater Illawarra v Riverina

Newcastle v North Coastal

Central Coast v Western

Round 4 – 2pm 5 October 2023 (50 overs a side)

Central Northern v Greater Illawarra

Newcastle v Western

Central Coast v North Coastal

Southern Districts v Riverina

Round 5 – 9.30am 6 October 2023 (50 overs a side)

Central Northern v Newcastle

Riverina v Western

North Coastal v Southern Districts

Central Coast v Greater Illawarra



COUNTRY CRICKET NSW

BRADMAN CUP PRE-CARNIVAL MATCHES 2023/24 2 – 3 December 2023

Northern Pool Kempsey

Round 1 – 1.30pm 2 December 2023 (T20)

North Coastal v Central Northern

Central Coast v Newcastle

Round 2 – 5.30pm 2 December 2023 (T20)

North Coastal v Central Coast

Newcastle v Central Northern

Round 3 – 9.30am 3 December 2023 (50)

North Coastal v Newcastle

Central Northern v Central Coast

Southern Pool Wagga Wagga

Round 1 – 10am 2 December 2023 (T20)

Southern Districts v Western

Riverina v Greater Illawarra

Round 2 – 2pm 2 December 2023 (T20)

Southern Districts v Illawarra

Round 2 – 6pm 2 December 2023 (T20)

Riverina v Western

Round 3 – 9.30am 3 December 2023 (50)

Southern Districts v Riverina

Greater Illawarra v Western

BRADMAN CUP CARNIVAL 2023/24 Illawarra 8 – 11 January 2024

Round 4 – 10am 8 January 2024 (50 overs)

Newcastle v Southern Districts

Central Coast v Western

North Coastal v Greater Illawarra

Central Northern v Riverina

Round 5 – 10am 9 January 2024 (50 overs)

Greater Illawarra v Newcastle

Central Coast v Riverina

Western v North Coastal

Central Northern v Southern Districts

Round 6 – 10am 10 January 2024 (50 overs)

Newcastle v Western

Southern Districts v Central Coast

North Coastal v Riverina

Greater Illawarra v Central Northern

Round 7 – 9.30am 11 January 2024 (50 overs)

Riverina v Newcastle

Greater Illawarra v Central Coast

Southern Districts v North Coastal

Central Northern v Western

COUNTRY CRICKET NSW

McDONALD'S FEMALE UNDER 16 COUNTRY CHAMPIONSHIPS 2023/2024 Queanbeyan Marie Cornish Shield 19 – 21 December 2023

Round 1– 10am 19 December 2023 (40 overs)

North Coastal v Central Coast

Southern Districts v Riverina

Central Northern v Newcastle

Greater Illawarra v Western

Round 2 – 10am 20 December 2023 (Twenty20)

North Coastal v Riverina

Southern Districts v Central Coast

Central Northern v Western

Greater Illawarra v Newcastle

Round 3 – 2pm 20 December 2023 (Twenty20)

North Coastal v Western

Southern Districts v Newcastle

Central Northern v Riverina

Greater Illawarra v Central Coast

Round 4 – 9.30am 21 December 2023 (Twenty20)

North Coastal v Southern Districts

Newcastle v Central Coast

Central Northern v Greater Illawarra

Western v Riverina

Final – 1.30pm

Team 1 v Team 2

Play Offs – 1.30pm

Team 3 v Team 4

Team 5 v Team 6

Team 7 v Team 8



COUNTRY CRICKET NSW

McDONALD'S FEMALE UNDER 19 COUNTRY CHAMPIONSHIPS 2023/2024 Maitland, Wallsend and Raymond Terrace Carolyn "Russian" Sheehan Shield 26 – 28 September 2023

Round 1– 10am 19 December 2023 (40 overs)

North Coastal v Central Coast

Southern Districts v Riverina

Central Northern v Newcastle

Greater Illawarra v Western

Round 2 – 10am 20 December 2023 (Twenty20)

North Coastal v Riverina

Southern Districts v Central Coast

Central Northern v Western

Greater Illawarra v Newcastle

Round 3 – 2pm 20 December 2023 (Twenty20)

North Coastal v Western

Southern Districts v Newcastle

Central Northern v Riverina

Greater Illawarra v Central Coast

Round 4 – 9.30am 21 December 2023 (Twenty20)

North Coastal v Southern Districts

Newcastle v Central Coast

Central Northern v Greater Illawarra

Western v Riverina

Final – 1.30pm

Team 1 v Team 2

Play Offs – 1.30pm

Team 3 v Team 4

Team 5 v Team 6

Team 7 v Team 8



THE SPIRIT OF CRICKET

THE PREAMBLE — THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.



COUNTRY CRICKET NSW
AUSTRALIA'S FUTURE HEROES

OPERATIONAL POLICIES and PROCEDURES

1. ALCOHOL POLICY

All under age Country Cricket Carnivals ie McDonald's Country Colts (Under 19), McDonald's Female Under 16 and Under 19 Country Championships and the Bradman Cup (Under 16) are alcohol free events.

This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in accommodation in front of under age players. Any infringement of this policy will be dealt with immediately by the Carnival Coordinator. Further, all players of legal age are also prohibited from consuming alcohol in the presence of minors at any time during these events.

As well, all teams must be aware of and comply with local authorities regulations which may prohibit the consumption of alcohol at any sporting ground.

2. PITCH COVERS POLICY

The following conditions are set down for the use of covers.

- a) The covers shall be a minimum of 30 metres by 10 metres.
- b) The use of an underlay material shall be optional excepting the use shall be the same in the period prior to each day of a match or carnival.
- c) That the covers must be laid by dusk on the evening of any day prior to a match day.
- d) That on any match-day the covers is to be removed at the discretion of the Curator or Ground Manager with regards to prevailing weather conditions. In good weather conditions the covers should be removed no later than 8:30am. The covers may be re-laid on the morning of any playing day should weather conditions necessitate.
- e) That with the exceptions of Clauses (c) and (d) above at all other times the Curator be permitted to use the covers at their discretion in order to obtain the best possible conditions of play for each match-day.
- f) Covers shall be used for all representative matches.
- g) The Umpires shall assume sole control thirty minutes prior to the scheduled starting time for play and make all decisions regarding the use of covers after this time.
- h) After play has commenced the covers may be used as directed by the Umpires. Should the Umpires decide that the covers be used during the course of the match then it will be the responsibility of both competing teams to assist with any labour required. Until the scheduled time for the start of play the Host Authority shall be responsible for providing any labour necessary for the laying or removal of the covers.

3. CLOTHING (COLOURED), EQUIPMENT, FOOTWEAR POLICY

All teams participating in Country Cricket programs must wear clothing as specified by the Country Committee of Management. Clothing must be approved prior to playing by Country

OPERATIONAL POLICIES and PROCEDURES

Cricket NSW. In all white ball cricket, batting pads must be covered in coloured batting clads, or as determined by the Country Committee of Management.

Zone and sponsors logos may be displayed on the front of the playing shirts up to 100sq cm in area respectively or on the sleeves of the playing shirts. Players are only permitted to wear the cap of the Club/Association they are representing, or alternatively, a white cricket hat.

Attention is drawn to the requirements of some ground authorities that do not permit the use of non-spiked footwear on turf wickets. Visiting teams are advised to contact Host Authorities to ascertain footwear restrictions.

4. HELMET POLICY

Under Age Competitions

4.1 The Batter, Wicket Keeper and the Fielder

The wearing of helmets whilst batting, keeping over the stumps or fielding within 10 metres of pitch in all under age competitions (Bradman Cup, McDonald's Country Colts, McDonald's Under 16 and Under 19 Female Country Championships) is compulsory. The helmet is defined as a British Standard (BS7928:2013) helmet.

Open Age Competitions

4.2 The Batter

At all times, a batter must 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.

4.3 The Wicket-Keeper

At all times when wicket-keeping up to the stumps, the wicket-keeper shall wear a British Standard (BS7928:2013) helmet with grille.

4.4 The Fielder

At all times when fielding in a position closer than 7 metres from the batters'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), a fielder must wear a British Standard 7928:2013 compliant helmet with grille .

5. APPOINTMENT OF UMPIRES

NSWCUSA will appoint Umpires to officiate at all Country Cricket NSW Carnivals and other selected matches. It is expected that all such Umpires will be full members of NSWCUSA and Cricket Australia Level 2 accredited, where possible.

OPERATIONAL POLICIES and PROCEDURES

6. MATCH REFEREE

NSWCUSA in consultation with Country Cricket NSW shall appoint a Match Referee for all Country Cricket NSW competitions.

At the completion of play on each day of the respective Carnival, the Referee will consider any reports lodged for alleged breaches of the NSWCA Code of Behaviour. The Referee may suspend the reported person/s if in their opinion the nature of the alleged breach of the Code of Conduct contained in the report warrants such action.

For any finals of a Carnival, the Referee will meet with the Umpires and Captains, prior to the commencement of the match, to secure uniform interpretation of these playing conditions, and to adjudicate, if necessary, should there be any dispute.

The Referee will adjudicate on any dispute that may arise in the Final Match to determine the winner of the respective Carnival. In doing so the Referee shall consult with the Umpires concerned, as well as the Manager NSW Pathway Competitions. The Referee's decision will be final and communicated to the teams involved as soon as possible.

The Referee shall report details of all such disputes, including issues relating to disputed scores, and the Referee's rulings to the Manager NSW Pathway Competitions within 72 hours of the conclusion of the match concerned.

Note: The following guidelines have been prepared to assist Match Referees in the performance of their duties:

- a) To ensure uniform interpretation of the playing conditions by holding (or being available to hold) pre-match meetings between captains, umpires and managers.
- b) To participate, in conjunction with the umpires, in calculating or re-calculating, in accordance with the playing conditions, the reduced number of overs to be bowled where commencement of play has been delayed, or play has been interrupted by weather or other conditions.
- c) To adjudicate with the umpires on any other matters which may arise which, under the laws of cricket and the playing conditions, are not the exclusive preserve of the umpires.

7. BALLS

Country Cricket NSW will supply Kookaburra brand cricket balls for all Country Cricket NSW programs. The colour of the ball will be determined at the discretion of the Country Committee of Management.

OPERATIONAL POLICIES and PROCEDURES

8. MANAGEMENT OF YOUNG BOWLERS (Medium pace or faster style)

Number of Overs in a Spell and a Day

No medium pace or faster 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 (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.

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.

OPERATIONAL POLICIES and PROCEDURES

Bowling Workloads in Multi Day Carnivals for Medium Pace or Faster Style Bowlers

Four Day Carnivals

- In fifty over a side matches, bowlers can bowl up to 10 overs a day on three (3) days of a four (4) day carnival.
- In forty over a side matches, bowlers can bowl up to 8 overs a day on three (3) days of a four (4) day carnival.
- A bowler is not to bowl on three (3) consecutive days i.e. they MUST have a rest day.
- A bowling day is considered to be more than two overs in a day.

Examples of this may be:

- Bowl 8/10 overs a day on days 1, 2 and 4.
- Bowl 8/10 overs a day on days 1, 3 and 4.

9. CODE OF BEHAVIOUR

The following guidelines outline the Code of Behaviour for players, umpires, parents and coaches involved in any under age Country Cricket NSW Competitions.

PLAYERS

- Play by the rules - and to the spirit of the rules. Cricket is a sport and should be played in a sportsmanlike manner.
- Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.
- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking (sledging) an opponent is not acceptable or permitted in any sport.
- Abuse of equipment in displays of bad temper is not acceptable or permitted on or off the field.
- Be a good sport. Applaud all good play by your team or the opposition.
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- Proper, approved cricket attire must be worn on the field of play at all times.
- The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

UMPIRES

- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Emphasise the spirit of the game rather than errors.
- Encourage and promote rule changes which will make participation more enjoyable.

OPERATIONAL POLICIES and PROCEDURES

- Be a good sport. Actions speak louder than words. Remember that you set an example. Your behaviour and comments should be positive and supportive.
- The Umpires are the sole judges of incidents considered to be contrary to this Code of Behaviour.
- In the event of a player failing to accept instructions of an Umpire, criticising decisions by word or action, or showing dissent or generally behaving in a manner considered to be contrary to this Code of Behaviour, the Umpires concerned shall, in the first place report the matter to the other Umpire and to the Player's Captain requesting the latter to take action. The Umpire shall then report the incident as soon as possible to the Executive of the Player's team and to the CCNSW Management Committee who shall take any further action which is considered appropriate against the player concerned.

PARENTS

- Remember that children play sports for their enjoyment, not yours. Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Applaud good play at all times.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation of volunteer coaches, officials and administrators. Without them, your child could not participate.

COACHES

- Remember that children participate for pleasure and that winning is only part of the fun.
- Never ridicule or yell at a child for making a mistake.
- Teach your players to follow the rules.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
- Develop team respect for the ability of opponents and for the judgement officials and opposing coaches

10. DISPUTED SCORES AND DISPUTES

In the event of a dispute as to the scores in any match, and notwithstanding the rights of the Umpires to act in accordance with the Laws of Cricket - Law 2.15 (Correctness of Scores) and Law 16.8 (Correctness of Results), the team manager shall, at the conclusion of the days' play, hand the scorebooks to the Match Referee.

The Match Referee's decision shall be final and communicated to the Team managers, prior to the next round of matches.

OPERATIONAL POLICIES and PROCEDURES

Where it is necessary for the Referee to resolve a dispute of any nature, the competition shall proceed in accordance with the Referee's decision.

Team managers shall have a right of appeal. Any such appeal must be submitted to the Manager NSW Pathway Competitions in writing, providing full details of the dispute, the Referee's decision and the date it was received, within 72 hours of receiving the Referee's decision.

The Manager NSW Pathway Competitions shall refer the appeal to the Programs and Competitions Sub-Committee of the Country Cricket NSW Committee of Management, who shall adjudicate at their discretion.

11. NET RUN RATE

A team's net run rate is determined the following calculation:

$$\frac{\text{(runs scored divided by overs batted) less}}{\text{(runs against divided by overs bowled)}}$$

If a side has been dismissed in less than the allocated overs, it will be considered to have batted for their maximum allocated overs.

12. OFFICIALS - NUMBER ALLOWED; RESPONSIBILITIES

Each competing Zone shall appoint a competent person as its' team manager, and shall be responsible for ensuring that adequate playing equipment is provided for its' team. As well they will be responsible for the conduct of their team for the duration of the Country Cricket event.

Managers must ensure that they lead by example by setting high standards of personal conduct.

It is compulsory to travel with two officials per team. At younger age brackets i.e. Under 14, allowance is made for three team officials to travel with the team.

13. PARENTAL CONSENT

It is strongly recommended that a "form of registration" be completed for any player who is playing above his/her normal age group, prior to his participation in this competition. Such forms shall be retained by the council/association/zone.

14. PLAYER CONDUCT

- a) Any Zone / Council member, umpire or Zone / Council 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 Country Cricket NSW.
- b) Where a Zone / Council member, umpire or Zone / Council official is reported for an alleged breach of the Code of Conduct, the procedures set out in the Country Cricket NSW Rules must be followed..
- c) Each Zone / Council shall appoint or elect each of its officials and volunteers to membership of the Zone / Council, in order to ensure that

OPERATIONAL POLICIES and PROCEDURES

each such person is bound by the Code of Conduct. Such persons shall include all those serving as scorers, coaches, selectors, team managers, team support staff. Such membership may be Honorary, Non Playing, or of any other from that is available to the Zone / Council.

- d) The captain of a team may be deemed to have breached the Code of Conduct if a player in that team engages in disorderly or improper conduct or behaviour. The Captain, if deemed by the Code of Conduct Commissioner or Match Referee to have breached the Code of Conduct under this interpretation, may be dealt with by the NSWCC Judiciary Committee.

15. RIGHTS OF COUNTRY COMMITTEE OF MANAGEMENT

The Country Cricket NSW Country Committee of Management reserves the right to vary playing conditions and competition draws at their discretion.

The Country Cricket NSW Country Committee of Management shall have power to decide all questions arising out of the competition matches, not provided for in competition rules.

16. SIGHT SCREENS

In matches where sight screens are available for use, it shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

17. SCORERS

The management of each team must provide a non playing competent scorer for every match. This is not the responsibility of the "Host Authority".

17.1 Electronic Scoring

The use of electronic devices (Tablets or Laptop) is compulsory for live scoring on Play HQ and providing Duckworth Lewis Stern par scores (as required). In addition a printed or handwritten score record i.e. a scorebook, will be available at all times during play. Scorers are to ensure that the devices battery and backup power supplies are fully charged; 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, file storage device and scoresheets.

18. SELECTORS/SELECTIONS

The Country Cricket NSW Selection panel shall be appointed by the Country Committee of Management.

The Chairman of Selectors shall be appointed by the Country Committee of Management.

A Selectors Roster shall be prepared for appointment of Selectors to the various Carnivals and fixtures associated with selection of NSW Country and ACT/NSW Country teams.

19. TEAM LISTS

Before the toss for innings, the Captain shall nominate the players who may not thereafter be changed without the consent of the opposing Captain.

20. TRANSFER OF MATCHES (TURF TO SYNTHETIC)

Where no play is possible due to wet weather in rounds of the Bradman Cup and McDonald's Female Under 16 and Under 19 Country Championships which were scheduled to be played on turf pitches, these matches may be transferred at the discretion of the host authority to synthetic pitches where such a facility is available. Visiting teams are to be advised by the host authority to this effect prior to the commencement of a Carnival .

21. PROTESTS AND DISPUTES POLICY

Protests and disputes should be referred to the Association only after all avenues have been exhausted locally and must be accompanied by payment of the prescribed fee. In accordance with the adopted procedure the matter is to be referred in the first instance to the local Association with any appeals being directed firstly to the Council secondly to the Zone and then to this Association. Such an appeal must be received within seven days of the date on which the Zone hands down its decision.

In terms of the Constitution of the Association provision is made for any party to such protest or dispute to lodge an appeal to the NSW Cricket Board within seven days of the date on which the Committee or Sub-Committee of the NSW Country Cricket Association hands down its decision. The decision of the Board is final and no further appeal shall be made to any other body or court other than on a point of law.



COUNTRY CRICKET NSW
AUSTRALIA'S FUTURE HEROES

DOUBTFUL BOWLING ACTION POLICY

1 INTRODUCTION

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

Law 21.2 Fair delivery – the arm

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

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

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

The bowler's end umpire shall then,

- (i) Caution the bowler. This caution shall apply throughout the innings.
- (ii) Inform the captain of the fielding side of the reason for this action.
- (iii) Inform the batters at the wicket of what has occurred.

- b) If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out in (a) above shall be repeated, indicating to the bowler that this is a final warning.

This warning shall also apply throughout the innings.

- c) If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the umpire shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then,

- (i) Direct the captain of the fielding side to suspend the bowler forthwith. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over.

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

- (ii) Inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.

- d) The umpires together shall report the occurrence as soon as possible after the match to a representative of the fielding side and to any Governing

DOUBTFUL BOWLING ACTION POLICY

Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler concerned.

Law 21 Definition of fair delivery – the arm

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

The International Cricket Council and Cricket Australia have procedures relating to the above Law's application. It is appropriate that the Country Cricket NSW also develops, promotes and applies a procedure for application in its own competitions. Such a procedure should be in the best interests of both the player, and the competition as a whole.

2 OBJECTIVES

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

3 APPLICATION

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

- a) A CCNSW-appointed umpire formally "reports" to the Country Cricket NSW a player who has bowled what the umpire considers to be a clearly "illegal" delivery in breach of Law 21, two times during the same innings; and/or
- b) Two different Country Cricket NSW appointed umpires, during at least two different matches during any 12-month period, each formally "mention" to the Country Cricket NSW a player who has bowled what each umpire considers to be one "illegal" or "doubtful" delivery during a match.

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

Country Cricket NSW particularly notes that under the provisions of Law 21, an umpire must call and signal "no ball" for each delivery that, in the umpire's opinion, a bowler has delivered "illegally."

4 REVIEW PROCESS

4.1 Report to Country Cricket NSW

- a) Following a match, an umpire shall formally "report" or "mention" to the Country Cricket NSW any "illegal" or "doubtful" delivery by a bowler. The umpire shall provide as much written information as possible regarding the timing, circumstances and nature of any such delivery.
- b) An umpire must advise the player's Zone, as Law 21 requires.
- c) The Country Cricket NSW shall immediately provide the player's Zone with a copy of each such "report" or "mention".

DOUBTFUL BOWLING ACTION POLICY

- d) Upon the Country Cricket NSW receipt of one "report" or two "mentions", that player shall not bowl again in an Country Cricket NSW competition match, for a period of one month.
- e) Following that one-month period, a player may re-commence bowling in Country Cricket NSW matches until such time as the player has accumulated another "report" or a further two "mentions."
- f) Upon the Country Cricket NSW receipt of a second "report" or a further two "mentions", that player shall not bowl again in an Country Cricket NSW competition match, for a period of three months.
- g) Following that three-month period, a player may re-commence bowling in Country Cricket NSW matches until such time as the player has accumulated another "report" or a further two "mentions."
- h) Upon the Country Cricket NSW receipt of a third "report" or a further two "mentions", that player shall not bowl again in an Country Cricket NSW competition match, for a period of 12 months.

4.2 Notes to Process

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

EXTREME HEAT POLICY

PREAMBLE

This policy aims to make similar decisions in the future more objective and automatic for the benefit of players, umpires and administrators.

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

APPLICATION

This Policy shall immediately apply to all Country Cricket programs matches for this season and ongoing seasons including:

- McDonald Female Country Championships (Under 16 and Under 19)
- McDonald's Country Championships (male)
- McDonald's Country Colts
- Bradman Cup
- Plan B Country Bash (male and female)
- NSW Youth Championships
- State Challenges

TEMPERATURE THRESHOLD

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

The **"Feels like"** or effective temperature is a measurement of how hot or cold it really feels like outside. The "Feels Like" temperature relies on environmental data including the ambient air temperature, relative humidity, and wind speed to determine how weather conditions feel to bare skin. The "feels like" temperature may vary from the air temperature depending on the level of humidity and wind.

SMARTPHONE APP

The BOM (Bureau of Meteorology) Weather App is to be the official App for sourcing temperature data. The App displays the actual air temperature as well as the "feels like" temperature at a particular location. Smartphone location settings must be enabled. Alternate weather apps may be used if the BOM App's data is known to be inaccurate & unreliable.

ADDITIONAL DRINKS INTERVALS AND EXTENDED INTERVALS

Prior to the commencement of play, the umpires, captains and Carnival/Match Referees shall conduct a heat safety briefing:

- a) to determine increasing the number and duration of drinks intervals and allowing players and umpires to leave the field of play during drinks intervals, and;
- b) to determine whether to extend the duration of lunch and/or afternoon tea intervals.

EXTREME HEAT POLICY

ABANDONMENT OF PLAY

Single Day Matches

In the event that either the Air temperature or the "Feels Like" temperature reaches or exceeds 42 degrees Celsius; play shall be suspended immediately. Play can only recommence when both the Air temperature and "Feels Like" temperature drops below 38 degrees. If the BOM forecast indicates that there is no likelihood of a drop in temperature play shall be abandoned for the day. The Match Referee, however, may show discretion as to how long play will be suspended and as to when the match can restart in the event of a favourable BOM forecast.

Carnival Matches

In the event that either the Air temperature or the "Feels Like" temperature reaches or exceeds 42 degrees Celsius; play shall be suspended immediately. Play can only recommence when both the Air temperature and "Feels Like" temperature drops below 38 degrees. The Carnival Manager in consultation with the Match Referee may extend playing hours or rearrange match times and match formats to maximise the opportunity of play. If the BOM forecast indicates that there is no likelihood of a drop in temperature play shall be abandoned for the day.

PLAYER HEALTH AND WELFARE

Notwithstanding above, the umpires shall have the sole discretion to abandon play if they consider that, to continue play during prolonged or excessive heat, would be dangerous to the health and welfare of any, or all, of the participants.

LOSS OF PLAYING TIME (DUE TO EXTREME HEAT)

Playing hours may be reviewed to allow additional "make up" time. This will be determined in consultation with the Match Referee and Country Cricket NSW.

ADVANCE CANCELLATION OF AN ENTIRE DAY'S PLAY

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

AMENDMENT TO PLAYING TIME

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

Country Cricket NSW will seek to provide competing Zones with ample advance notice that an amendment to playing time may be imminent.

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

INCREASED DRINKS BREAKS, EXTENDED INTERVALS AND CESSATION OF PLAY Forecast temperature exceeding 37 degrees

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

- (a) to determine increasing the number and duration of drinks intervals, and;
- (b) to determine whether to extend the duration of interval between innings.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A 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 "Match Referee" (where available).

LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

1.1 A team shall consist of 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. Further, no restrictions shall apply to when a player can bat if he/she was off the field for any period of time prior to the completion of the first innings.

Players not on the field must wear coloured vests at all times.

1.2 McDonald's Country Championships - Player Eligibility "Zone of Origin Players"

Players who are originally from one Zone, but are currently playing in another Zone, and not selected in that Zone's side for the McDonald's Country Championships, are eligible for selection in their Zone of origin. A player's Zone of origin is determined where the player has played their Under 16 age cricket. A limit of two Zone of origin players can be selected.

1.3 McDonald's Country Championships – Age Restrictions

Each Zone must select a minimum of two players aged Under 23 at the 31st August of the season in question in their sides for the McDonald's Country Championships.

1.4 McDonald's Country Colts - Player Eligibility

McDonald's Country Colts Zone sides may be selected from players that have participated in the Kookaburra and/or Bradman Cup for their Zone, and are currently playing in their home country Zone, in the ACT Premier Cricket competition, or in the NSW Premier Cricket competition i.e. Zone of origin players.

Players participating in the McDonald's Country Colts competition must be under the age of 19 at the 31st August of the year in question.

1.5 Bradman Cup – Player Eligibility

Players participating in the Bradman Cup competition must be under the age of 16 at the 31st August of the year in question

A Country player may only register and play with another team in the Bradman Cup representing an association or zone in which they are not a registered player, having first made themselves available to play for the team representing his own association or zone and not having been selected for that team, and with the prior approval of the CCNSW Committee of Management.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

A player who is given approval to register and play with the team in the Bradman Cup representing an association or zone in which they are not a registered player, may only do so for that season, and may not register and play with any other team in that competition in that season.

Any player breaching the above is considered an ineligible player, and the team for which they have played for in the Bradman Cup will be deemed to have lost all matches in which they have played.

1.6 Bradman Cup/Country Youth Championships – AW Green Shield

A country player may play in both the Bradman Cup/Country Youth Championships and the AW Green Shield competition, in any one season, subject to any prescribed workload management conditions or Bradman Cup/Country Youth Championships commitments. Bradman Cup/Country Youth Championships team activities will always take priority over AW Green Shield team activities.

NOTE: For any player to be eligible to play in any Country Cricket NSW competition they must be registered with a Country Club or Association or Cricket ACT and have played at least 1 competition match within their respective Zone, unless otherwise specified above in 1.5. Exemptions can be sought on application to the Country Committee of Management.

1.7 Zero Alcohol Policy – McDonalds Country Colts, Bradman Cup, McDonalds Under 16 and Under 19 Female Country Championships

The McDonalds Country Colts, Bradman Cup, McDonalds Under 16 and Under 19 Female Country Championships are alcohol free events. This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in accommodation in view or near under age players. Any infringement of this policy will be dealt with immediately by the Cricket NSW.

LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following:

2.1 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 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. Any person who breaches this playing conditions 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.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

LAW 4 THE BALL

Law 4 shall apply subject to the following:

4.1 A new ball will be used at the start of each innings.

4.2 Four (4) piece Kookaburra leather balls of a good standard will be used. The colour of the balls to be used will be determined by Country Cricket NSW.

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.

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 The change of innings interval is 40 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 25 overs or less, the length of the interval is reduced to 15 minutes. The game is then played to completion with no further intervals other than drinks breaks.

11.3 Drinks Breaks

- a) Two drinks intervals per innings shall be permitted with the first at the end of 17 overs and the second at the end of 34 overs.
- b) If an innings is reduced to a total of 41 to 49 overs in duration the timing of each drinks break shall be pro-rated so that the number of overs between each break is as close to even as possible.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

- c) Where an innings is reduced to 40 overs or less only one 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 25 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, as well as a coloured vest.

LAW 12 START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play (day matches)

1st Session	10.00am to 1.30pm
Innings Interval	1.30pm to 2.10pm
2nd Session	2.10pm to 5.40pm

12.2 Where approved, Day/Night matches will consist of 2 sessions of play, each of 210 minutes duration, with intervals equal to those set for day matches. Actual playing times shall be approved by the CCNSW Committee of Management.

12.3 Country Cricket NSW reserves the right to amend the start and finish times of all matches.

12.4 Extra time –

- (a) A total of 80 minutes of extra time is available where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.
- (b) Using Recouped Time - Further to clause (a), 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 added on top of the 80 minutes described above before overs are reduced.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

12.5 Once the 80 minutes of make up time and recouped time is exhausted as per clause 12.4 and where an additional 61 minutes or more 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
61 – 120 minutes	30 minutes
121 – 149 minutes	20 minutes
150 minutes or more	10 minutes

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- a) Each team shall bat for 50 (six-ball) overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (210 minutes), play shall continue until the required number of overs has been bowled.
- c) Where the first innings goes over 210 minutes in duration the 40 minute innings break shall be reduced to no less than 25 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 210 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.
- e) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each 4.2 minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 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 14.28 overs per hour (or one over for each whole 4.2 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.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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

13.3 Delay or Interruption to the Game – Over Reductions

- a) No overs shall be lost until 80 minutes of playing time has been lost (Refer To Playing Condition 12.4). 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 added on top of the 80 minutes 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 in consultation with the Match Referee are to establish the re-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 re-scheduled finish time that number shall be divided by 4.2 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 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.

13.4 Number of overs per bowler

No bowler shall bowl more than 10 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.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

13.5 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-

- if the bowler begins with medium pace or faster, the bowler is subject to the Playing Condition throughout the day; and
- 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.

Bowling Workloads in Multi Day Carnivals for Medium Pace or Faster Style Bowlers

Four Day Carnivals

- Bowlers can bowl up to 10 overs a day on three (3) days of a four (4) day carnival.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

- A bowler is not to bowl on three (3) consecutive days i.e. they MUST have a rest day.
- A bowling day is considered to be more than two overs in a day.

Examples of this may be:

- Bowl 10 overs a day on days 1, 2 and 4.
- Bowl 10 overs a day on days 1, 3 and 4.

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 (preliminary matches), 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 by 4.44pm daylight saving time
- b) The innings of the team batting second could not commence by 5.57pm daylight saving time 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.

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. This revised target is to be

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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) 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 Competition Points

Points shall be awarded for results gained, as follows-

Result	Points
Win	6
Win with a run-rate one and two thirds ($1\frac{2}{3}$) times that of opposing team.	7
Tie	3
Draw or no result	1
Loss	0

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

- In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two thirds times that of the opposition.
- 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).
- Where matches are shortened and targets revised through the DLS method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

16.4 Determining the Competition Winner - McDonald's Country Colts and Bradman Cup

At the conclusion of the competition rounds, the winner will be determined by the side that has accumulated the most competition points. Where teams are tied on the same amount of points at the end of the competition, the competition winner will be determined by:

- The team with the most number of wins, or if this is equal,
- With the best overall net run rate across all matches played.

16.5 McDonald's Country Championships Final

The leading teams at the end of the northern and southern pools will contest the McDonald's Country Championships final. In the event the final, or the reserve day is washed out or no result is achieved for any other reason, joint winners will be declared.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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/witches hats positioned at least 2.74 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 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.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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.

21.2 Ball Bouncing Over Head Height of Striker (Shall not apply).

LAW 22 WIDE BALL

Law 22 shall apply subject to the following:

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.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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 off side 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.

LAW 23 BYE and LEG BYE

Law 23 shall apply.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).

LAW 25 BATTER'S INNINGS

Law 25 shall apply with the addition of:

25.1 – Open Age Competitions (McDonald's Country Championships, Plan B Country Bash)

At all times, a batter must 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.

25.2 – Under Age Competitions (McDonald's Country Colts, Bradman Cup and McDonald's Under 16 and Under 19 Female Country Championships)

The wearing of helmets whilst batting, keeping over the stumps or fielding within 10 metres of pitch in all under age competitions (Bradman Cup, McDonald's Country Colts, McDonald's Under 16 and Under 19 Female Country Championships) is compulsory.

25.3 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 or 25.2 but are not be responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.4 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.

25.5 Runners

For clarity, runners ARE allowed for an injured striker in all competitions 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.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 – Open Age Competitions (McDonald’s Country Championships, Plan B Country Bash)

The wearing of helmets whilst wicket keeping over the stumps or fielding within fielding within 7 metres of pitch is compulsory.

28.2 – Under Age Competitions (McDonald’s Country Colts and Bradman Cup)

At all times when fielding in a position closer than ten (10) metres 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), a fielder must wear a protector as well as a helmet fitted with a grille. A wicket keeper whilst keeping over the stumps must wear a helmet at all times.

28.3 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.

28.3.1 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’ at approximately 5 yard (4.57 metres) intervals.

28.3.2 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 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
- d) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal “No Ball”.

28.4 Storage of Players Equipment/Apparel

28.4.1 Wicketkeeper/Fielder’s Helmet

Law 28.3 shall apply.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

LAW 29 THE WICKET IS BROKEN

Law 29 shall apply.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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 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.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

- c) The umpire at the bowlers 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 bowlers 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.
- l) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned.

GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

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 Sight screen adjustment (Time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

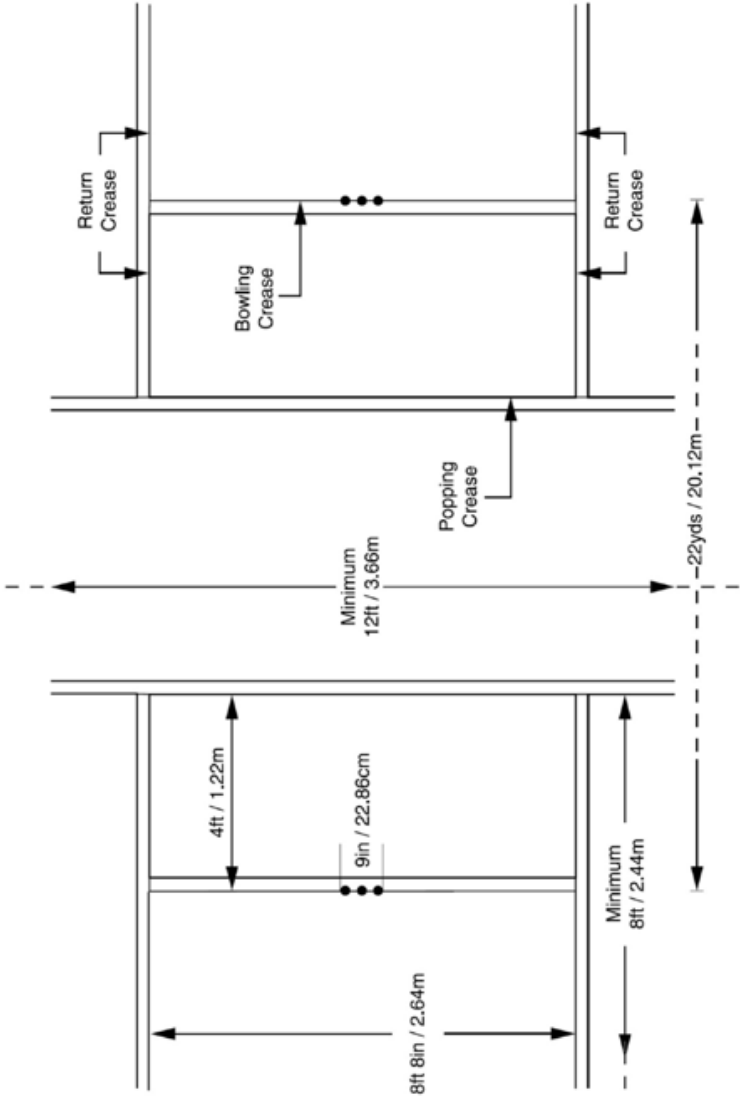
LAW 42 PLAYERS CONDUCT

Law 42 shall not apply in its entirety. Instead refer to the CNSW Code of Conduct.



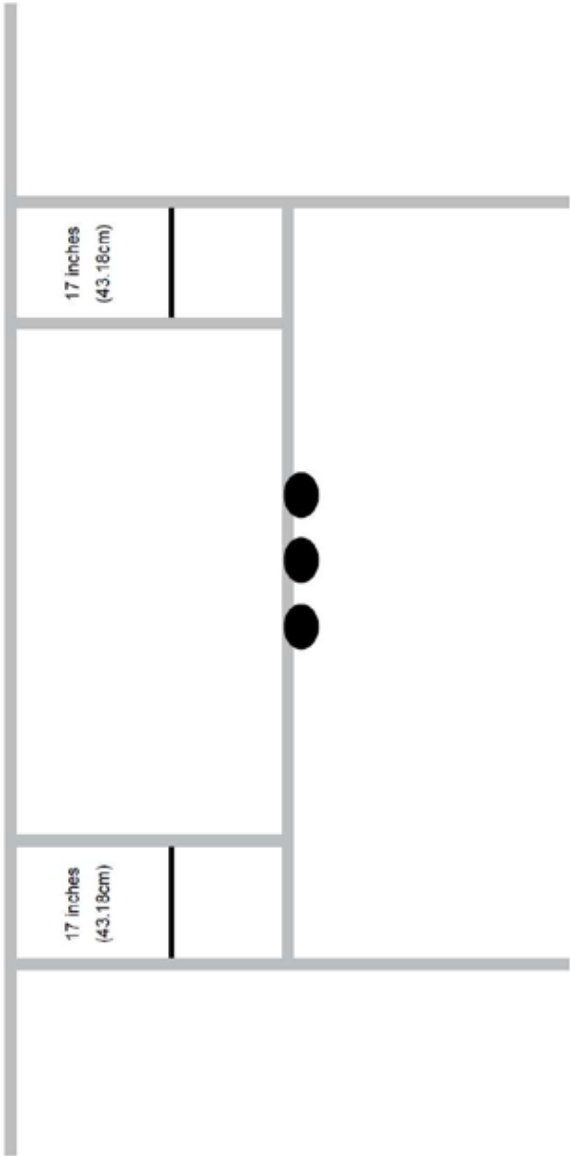
APPENDIX 1

The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guidelines



GAME 1 – LIMITED OVERS MATCHES - 50 OVERS A SIDE

LOSS OF PLAY IN LIMITED-OVER MATCHES

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.

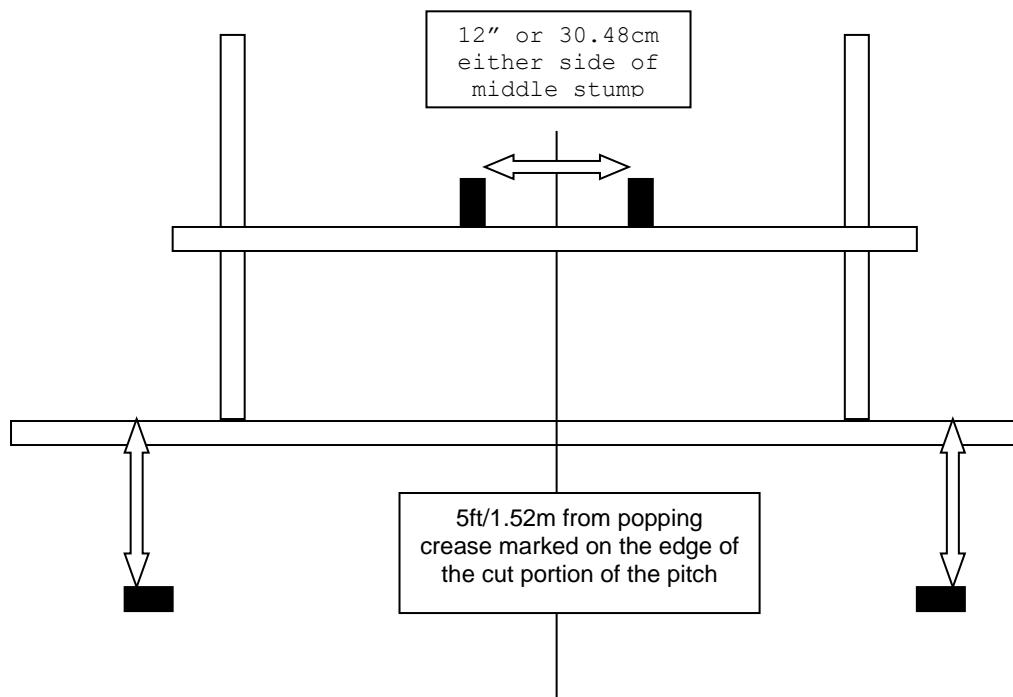
Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
9	1	84	10	160	19	236	28
17	2	93	11	168	20	244	29
26	3	101	12	177	21	252	30
34	4	110	13	185	22	261	31
42	5	118	14	194	23	269	32
51	6	126	15	202	24	278	33
59	7	135	16	210	25	286	34
68	8	143	17	219	26	294	35
76	9	152	18	227	27		

Time lost DURING inns of team batting 2nd, reduce inns by 1 over for each whole 4.2 minutes lost.

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
5	1	42	10	80	19	118	28
9	2	47	11	84	20	122	29
13	3	51	12	89	21	126	30
17	4	55	13	93	22	131	31
21	5	59	14	97	23	135	32
26	6	63	15	101	24	139	33
30	7	68	16	105	25	143	34
34	8	72	17	110	26	147	35
38	9	76	18	114	27		

LAW 41 - DAMAGING THE PITCH – AREA TO BE PROTECTED

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



GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A 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 "Match Referee" (where available).

LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

1.1 A team shall consist of 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. Further, no restrictions shall apply to when a player can bat if he/she was off the field for any period of time prior to the completion of the first innings.

Players not on the field must wear coloured vests at all times.

1.2 McDonald's Under 16 and Under 19 Female Country Championships Player Eligibility

Is limited to players of Country Origin, which is defined as an athlete whose first registration was with a club that is affiliated to the NSW Country Cricket Association. A player is eligible to represent the Zone with which they were first registered. A player not registered with any Zone during the preceding season, may represent the Zone they are registered with for the current season or intends to register with for the current season.

A player may only nominate to stand for selection in one Zone per season or in their respective combined region.

Where a player is not selected for her nominated Zone, the player's nomination will be held by the Manager NSW Pathway Competitions, so that if a Zone is unable to nominate a full team may apply to Manager NSW Pathway Competitions for one of these players to compete for their Zone. For example, if a player has nominated to play in Western Zone but was not selected for the Western Zone team, they may not nominate to play for another Zone. However, they may be placed with a Zone(s) centre after permission has been sought by the player's Zone(s) and granted by Country Cricket NSW Committee of Management.

In the event that sides cannot be filled, Country Cricket NSW reserves the right to allow players from other areas to participate in the Championships subject to approval by the Country Committee of Management.

1.3 Zero Alcohol Policy – McDonalds Country Colts, Bradman Cup, McDonalds Under 16 and Under 19 Female Country Championships

The McDonalds Country Colts, Bradman Cup, McDonalds Under 16 and Under 19 Female Country Championships are alcohol free events. This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in accommodation in view or near under age players. Any infringement of this policy will be dealt with immediately by the Carnival Coordinator.

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

LAW 2 – THE UMPIRES

Law 2 shall apply subject to the following:

2.1 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 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. Any person who breaches this playing conditions 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 new ball will be used at the start of each innings.

4.2 Four (4) piece Kookaburra leather balls of a good standard may be used. The colour of the balls to be used will be determined by Country Cricket NSW.

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.

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 The change of innings interval is 40 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 15 minutes. The game is then played to completion with no further intervals other than drinks breaks.

11.3 Drinks Breaks

- g) Two drinks intervals per innings shall be permitted with the first at the end of 13 overs and the second at the end of 27 overs.
- h) If an innings is reduced to a total of 31 to 39 overs in duration the timing of each drinks break shall be pro-rated so that the number of overs between each break is as close to even as possible.
- i) Where an innings is reduced to 30 overs or less only one 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.
- j) 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
- k) Under conditions of extreme heat the umpires may permit extra intervals for drinks.
- l) 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, as well as a coloured vest.

LAW 12 START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of play (day matches)

1st Session	10.00am to 12.50pm
Innings Interval	12.50pm to 1.30pm
2nd Session	1.30pm to 4.20pm

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

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 CCNSW Committee of Management.

12.3 Country Cricket NSW reserves the right to amend the start and finish times of all matches.

12.4 Extra time

- (a) A total of 130 minutes of extra time is available where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.
- (b) Using Recouped Time - Further to clause (a), 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 added on top of the 130 minutes described above before overs are reduced.

12.5 Once the 130 minutes of make up time and recouped time is exhausted as per clause 12.4 and where an additional 60 minutes or more 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
61 – 120 minutes	30 minutes
121 – 149 minutes	20 minutes
150 minutes or more	10 minutes

LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- a) Each team shall bat for 40 (six-ball) overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (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 40 minute innings break shall be reduced to no less than 25 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.

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

- e) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each 4.2 minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 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 14.28 overs per hour (or one over for each whole 4.2 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.

13.3 Delay or Interruption to the Game – Over Reductions

- a) No overs shall be lost until 130 minutes of playing time has been lost (Refer To Playing Condition 12.4). 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 added on top of the 130 minutes 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 –

- iv) Upon resumption of play umpires in consultation with the Match Referee are to establish the re-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.

- v) Using the total number of playing minutes that remain to the re-scheduled finish time that number shall be divided by four (4) to come up with the maximum number of overs that remain in the game.

- vi) 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

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

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 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.

13.4 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.

13.5 Restrictions on youth bowlers

Number of Overs in a Spell and a Day

No medium pace or faster 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

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

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.

Bowling Workloads in Multi Day Carnivals for Medium Pace or Faster Style Bowlers

Four Day Carnivals

- Bowlers can bowl up to 8 overs a day on three (3) days of a four (4) day carnival.
- A bowler is not to bowl on three (3) consecutive days i.e. they MUST have a rest day.
- A bowling day is considered to be more than two overs in a day.

Examples of this may be:

- Bowl 8 overs a day on days 1, 2 and 4.
- Bowl 8 overs a day on days 1, 3 and 4.

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 (preliminary matches), 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 by 4.14pm daylight saving time
- b) The innings of the team batting second could not commence by 5.27pm daylight saving time or,

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

- 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.

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. 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) 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 Competition Points

Points shall be awarded for results gained, as follows-

Result	Points
Win	6
Win with a run-rate one and two thirds ($1\frac{2}{3}$) times that of opposing team.	7
Tie	3
Draw or no result	1
Loss	0

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

- a) In order for the team batting first to gain one bonus point, it must achieve victory with a run-rate one and two thirds times that of the opposition.
- b) 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).

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

- c) Where matches are shortened and targets revised through the DLS method, bonus run-rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

16.4 Determining the Competition Winner - McDonald's Under 16 and Under 19 Female Country Championships

Teams ranked one and two will contest the McDonald's Under 16 and Under 19 Female Country Championships final. In the event that the final is unable to be played and sides are equal on points, the competition winner will be determined by:

- a) The team with the most number of wins, or if this is equal,
b) With the best overall net run rate across all matches played.

LAW 17 THE OVER

Law 17 shall apply subject to the following:

17.1 Maximum Number of Balls in an Over McDonald's Under 16 Female Country Championships only

The over shall be capped at a maximum of eight (8) deliveries which includes all No Balls and Wides that may be bowled within the over. This playing condition shall NOT apply to the scheduled final over of the innings. For this over six legal deliveries must be bowled.

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 for male matches and 60 metres for female matches.

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 cones/wickets hats positioned at least 2.74 metres inside the fence or any other fixed object to define the boundary.

LAW 20 DEAD BALL

Law 20 shall apply.

GAME 2 – LIMITED OVERS MATCHES - 40 OVERS A SIDE

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 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.

21.2 Ball Bouncing Over Head Height of Striker

See clause 22.4

LAW 22 WIDE BALL

Law 22 shall apply subject to the following:

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.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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 off side outside the Off Side Wide Guideline shall be a Wide provided the striker maintains a normal batting position and has not brought

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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.

iii) 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 Guideline on the leg side shall be a Wide.

22.4 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide after pitching, if the ball passes 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 subject to the following:

24.1 Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).

LAW 25 BATTER'S INNINGS - RUNNERS

Law 25 shall apply with the addition of:

25.1 – Under Age Competitions (McDonald's Under 16 and Under 19 Female Country Championships)

The wearing of helmets with grille whilst batting, keeping over the stumps or fielding within 10 metres of pitch in all under age competitions (Bradman Cup, McDonald's Country Colts, McDonald's Under 16 and Under 19 Female Country Championships) is compulsory.

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25.2 The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 or 25.2 but are not be responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.3 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.

25.4 Runners

For clarity, runners ARE allowed for an injured striker in all competitions 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.

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.11– Under Age Competitions (McDonald’s Under 16 and Under 19 Female Country Championships, McDonald’s Country Colts, Bradman Cup)

At all times when fielding in a position closer than ten (10) metres 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), a fielder must wear a protector as well as a helmet fitted with a grille. A wicket keeper whilst keeping over the stumps must wear a helmet at all times.

28.3 Limitation of On Side fielders

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

28.3.1 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 semicircles shall be 27.5m for all male fixtures and 23m for all female fixtures. The ends of each semi-circle shall be joined to the other by a straight line. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at approximately 5 yard (4.57 metres) intervals.

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

- c) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 8 inclusive.
- d) 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 9 to 32 inclusive
- 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 33 to 40 inclusive
- d) For any infringement of fielding conditions during Powerplays, either umpire shall call and signal "No Ball".

28.4 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	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

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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 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.

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- c) The umpire at the bowlers 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 bowlers 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.
- l) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned.

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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 Sight screen adjustment (Time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

LAW 42 PLAYERS CONDUCT

Law 42 shall not apply in its entirety. Instead refer to the CNSW Code of Conduct.



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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 "Match Referee" (where available).

LAW 1 THE PLAYERS

Law 1 shall apply subject to the following:

1.1 The Team – McDonald's Country Championship, McDonald's Country Colts, Bradman Cup, McDonald's Under 16 and Under 19 Female Country Championships, Plan B Country Bash Male and Female (PBCB).

A team shall consist of 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. Further, no restrictions shall apply to when a player can bat if he/she was off the field for any period of time prior to the completion of the first innings.

Players not on the field must wear coloured vests when coming onto the field to deliver drinks/gloves etc to the batters at the crease.

1.2 PBCB Teams

Participating teams in the competition will be located in regional NSW and divided into Sixers and Thunder Conferences. All match venues will be determined by the Country Committee of Management.

Sixers Conference Teams (Male)

Central Northern, Greater Illawarra, Newcastle and North Coastal.

Sixers Conference Teams (Female)

North Coast Chargers, Northern Inland Bolters, Newcastle Blasters and Central Coast Rush.

Thunder Conference Teams (Male)

Central Coast, Riverina, Southern Districts and Western.

Thunder Conference Teams (Female)

Illawarra Flames, Riverina Bullets, Southern Spirit and Western Outlaws.

1.2 PBCB Player Eligibility – Male

Zone Based Players

Players who are currently playing cricket in the Zone.

Zone of Origin Players

Players who are originally from one Zone, but are currently playing in another Zone, and not selected in that Zone's side for Plan B Country Bash team, are eligible for selection in their Zone of origin.

Zone of Origin Definition

A player's Zone of origin is determined where the player has played their Under 16 age cricket. For example, players who are originally from one Zone, but are currently playing in another Zone or other competition, and not selected in that Zone's PBCB side, are eligible for selection in their Zone of Origin PBCB side.

- At the commencement of the competition, Zone of Origin players will indicate a preference as to which side they wish to play with. A limit of two Zone of origin players can be selected.

Note: No players shall play with more than one PBCB team during the season. Current first class, contracted players and Premier Cricket players are ineligible for selection.

1.3 PBCB Player Eligibility – Female Zone Based Players

Players who are currently playing cricket in the Zone.

Zone of Origin Players

Players who are originally from one Zone, but are currently playing in another Zone, and not selected in that Zone's side for Plan B Country Bash team, are eligible for selection in their Zone of Origin. A player's Zone of origin is determined where the player has played their first cricket. A limit of two Zone of origin players can be selected.

Premier Cricket Players

- Teams are allowed to select players who originally played in the Zone but now play Premier Cricket.
- Players that are still living in the Zone, but are currently playing Premier Cricket.

Note: No players shall play with more than one PBCB team during the season. Current first class or contracted players are ineligible for selection.

1.4 PBCB Under 23 Players

All sides must select at least two Under 23 players and they must participate in the match.

1.5 PBCB Special Player Exemptions

Special exemptions can be sought on player eligibility through application to the Country Committee of Management.

1.6 Age Qualifications McDonald's Country Colts, Bradman Cup, McDonald's Under 16 and Under 19 Female Country Championships

Any player taking part in the competition must be under the age of 19 years (McDonald's Country Colts), under the age of 16 years (Bradman Cup), under the age of 16 or 19 (McDonald's Female Country Championships) at midnight on 31st August of the cricket season in question, and must be a registered player of a Country Club or Association and have played a competition game within their respective Zone.

1.7 McDonald's Under 16 and Under 19 Female Country Championships Eligibility

Is limited to players of Country Origin, which is defined as an athlete whose first registration was with a club that is affiliated to the NSW Country Cricket Association. A player is eligible to represent the Zone with which they were first registered. A player not registered with any Zone during the preceding season, may represent the Zone they are registered with for the current season or intends to register with for the current season.

A player may only nominate to stand for selection in one Zone per season or in their respective combined region.

Where a player is not selected for her nominated Zone, the player's nomination will be held by the Manager NSW Pathway Competitions, so that if a Zone is unable to nominate a full team may apply to Manager NSW Pathway Competitions for one of these players to compete for their Zone. For example, if a player has nominated to play in Western Zone but was not selected for the Western Zone team, they may not nominate to play for another Zone. However, they may be placed with a Zone(s) centre after permission has been sought by the player's Zone(s) and granted by Country Cricket NSW Committee of Management.

In the event that sides cannot be filled, Country Cricket NSW reserves the right to allow players from other areas to participate in the Championships subject to approval by the Country Committee of Management.

1.9 Age Exemptions - McDonald's Under 16 and Under 19 Female Country Championships

Teams competing in the Under 16 Division may apply for age exemption for a maximum of 2 over age players to play to assist with player development.

Teams competing in the Under 19 Division can also apply for age exemption for a maximum of 2 over age players, no older than two years out the age bracket.

Exemptions can also be sought for under age players to play. Applications for special consideration are to be forwarded to the Manager NSW Pathway Competitions prior to the Championships for approval.

1.10 McDonald's Country Colts, Bradman Cup, Country Youth Championships and AW Green Shield

A country player may play in the McDonald's Country Colts, Bradman Cup, Country Youth Championships, and the AW Green Shield competition, in any one season, subject to any prescribed workload management conditions or McDonald's Country Colts, Bradman Cup or Country Youth Championships commitments. A Zone's or country region McDonald's Country Colts, Bradman Cup or Country Youth Championships team activities will always take priority over AW Green Shield team activities.

1.11 Bradman Cup Players Representing Other Zones

A Country player may only register and play with another team in the Bradman Cup representing an association or zone in which they are not a registered player, having first

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made themselves available to play for the team representing his own association or zone and not having been selected for that team, and with the prior approval of the Country Cricket NSW Committee of Management.

1.12 A player who is given approval to register and play with the team in the Bradman Cup representing an association or zone in which they are not a registered player, may only do so for that season, and may not register and play with any other team in that competition in that season.

1.13 Any player breaching any of the above is considered an ineligible player, and the team for which they have played for in the Bradman Cup will be deemed to have lost all matches in which they have played.

NOTE: For the purpose of this playing condition, country player means a player who is an active playing member of any club affiliated with the NSW Country Cricket Association.

1.14 Zero Alcohol Policy

The McDonalds Country Colts, Bradman Cup, McDonald's Under 16 and McDonald's Under 19 Female Country Championships competitions are alcohol free events. This means that alcohol is not to be consumed by adults during travel to and from matches, at matches, or in accommodation in view or near under age players. Any infringement of this policy will be dealt with immediately by the Carnival Coordinator.

LAW 2 THE UMPIRES

Law 2 shall apply subject to the following:

2.1 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 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. Any person who breaches this playing conditions 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 new ball will be used at the start of each innings.

4.2 McDonald's Country Colts, Bradman Cup, and PBRB (male)

Only 156 gram, four (4) piece Kookaburra leather balls of a good standard may be used. The colour of the ball will be determined by Country Cricket NSW.

4.3 PBCB (female) and McDonald's Under 16 and Under 19 Female Country Championships

Only 142 gram, four (4) piece Kookaburra leather balls of a good standard may be used. The colour of the ball will be determined by Country Cricket NSW.

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.

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 There shall be a 15 minute interval between innings, taken from the call of Time before the interval to the call of Play on resumption after the interval.

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.

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.

LAW 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Hours of Play (day matches)

Matches will be played at times determined by Country Cricket NSW. Day matches will be scheduled between the hours of 9.00am and 6.00pm. The final over of the last match of the day must be scheduled no later than 6.00pm. Start time and finish times must be agreed by both franchises by no later than one (1) week prior to the match and ratified by the Country Committee of Management. All match officials must be advised of these start and finish times.

The innings time will be 80 minutes for the 20 overs, with a break of 15 minutes between innings.

12.2 Where approved, Day/Night matches will consist of 2 sessions of play, each of 80 minutes and with intervals equal to those set for day matches. Actual playing times shall be approved by Country Cricket NSW.

12.3 Country Cricket NSW reserves the right to amend the start and finish times of all matches at any time.

12.4 Extra time

- a) In the event that there are two matches in one day, forty five (45) minutes of extra time is available per match where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.
- b) In the event that there is only one match in a day, ninety (90) minutes of extra time is available where the start of play is delayed or play is suspended. Extra time is to be exhausted before any reduction to the interval or prescribed overs.
- c) Using Recouped Time - Further to clauses (a) and (b), 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 added on top of the 45 or 90 minutes described in (a) and (b) above before overs are reduced.

12.5 Where the start of play is delayed up to 45 or 90 minutes, depending on the number of matches to be played in a day, no reduction in the number of overs to be bowled will be made. However, the above hours of play and intervals shall be adjusted accordingly by the Umpires, in consultation with the Match Referee when appropriate.

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LAW 13 INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted match

- a) Each team shall bat for 20 (six-ball) overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (80 minutes), play shall continue until the required number of overs has been bowled.
- c) Where the first innings goes over 80 minutes in duration the 15 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 80 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.
- e) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each four minutes shall be managed by the umpires utilising the provisions of Law 41.9 (Time Wasting).

13.2 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 15 overs per hour (or one over for each whole four (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.

13.3 Delay or Interruption to the Game – Over Reductions

- a) No overs shall be lost until 90 minutes of playing time has been lost (Refer To Playing Condition 12.4). Further to this, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the

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commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 90 minutes 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 establish the re-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 re-scheduled finish time that number shall be divided by four (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 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.

13.4 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.

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13.5 Restrictions on Youth Bowlers

Restrictions apply to young bowlers of medium pace or faster in regard to the number of overs, which are allowed in a spell and in a days' play.

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

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

Day Matches

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs (preliminary matches), 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.

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Night Matches

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 55 minutes of the scheduled end of play,
- b) the innings of the team batting second could not commence within 20 minutes of the scheduled 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.

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, and a Super Over will occur to determine the winner. The procedure for a super over is listed below in clause 16.4.

16.4 Super Over

- (a) If a 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

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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 not restricted.
- (j) In the event of both teams having the same score in the Super Over, the result shall be a tie, regardless of the number of wickets lost.
- (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 a tie.a)

16.5 Competition points – McDonald's Country Colts, Bradman Cup, Plan B Country Bash (male and female)

Points shall be awarded for results gained, as follows:

Result	Points
Win	2
Tie	1
No result (match abandoned)	1
No result (match abandoned Plan B Country Bash)	0
Loss	0

16.6 Competition points – McDonald's Under 16 and Under 19 Female Country Championships

Points shall be awarded for results gained, as follows:

Result	Points
Win	6
Tie	3
No result (match abandoned)	3
Loss	0

16.7 PBCB (female) - Partial Matches Abandoned

Regardless of the number of matches completed in the pool, the team with the highest competition points in the pool will advance to the PBCB Final. If sides are equal on points, then the team with the highest net run rate will progress to the PBCB Final. Matches will not be rescheduled.

16.8 PBCB (male and female) – All Matches Abandoned

If all matches are completely abandoned due to poor weather or any other factors, the sides to progress to the Final are those who won the most matches in their respective pool last year. The Country Committee of Management will determine the leading teams in each pool prior to the commencement of the competition.

16.9 PBCB Final - Male and Female

The leading sides in the Sixers and Thunder pools shall contest the respective PBCB Finals. These matches will be played before a BBL or a WWBL match.

No Result in PBCB Final

If no result, or a tie, is achieved in the PBCB Grand Final, the two teams shall be declared joint premiers subject to clause 16.4 - Super Over.

LAW 17 THE OVER

Law 17 shall apply subject to the following.

17.1 Maximum Number of Balls in an Over – McDonald's Under 16 and Under 19 Female Country Championships

The over shall be capped at a maximum of eight (8) deliveries which includes all No Balls and Wides that may be bowled within the over. This playing condition shall NOT apply to the scheduled final over of the innings. For this over six legal deliveries must be bowled.

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 for male matches and 60 metres for female matches.

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/witches hats positioned at least 2.74 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 a 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 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.

21.2 Ball bouncing over head height of striker

See clauses 22.4 and 41.1.

21.3 Free Hit Not To Apply

In female cricket where an over is capped at 8 deliveries (see clause 17.1) if the 8th ball of an over is a No Ball then the application of a free hit on the next delivery (which would be the first ball of the next over) shall NOT apply.

LAW 22 WIDE BALL

Law 22 shall apply subject to the following:

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:

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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.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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 off side 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.

LAW 23 BYE AND LEG BYE

Law 23 shall apply.

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field immediately is restricted as per the Laws of the Game (Refer MCC Laws 24.2 and 24.3).

LAW 25 BATTER'S INNINGS - RUNNERS

Law 25 shall apply with the addition of:

25.1 Open Age Players

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At all times, batters must 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.

25.2 Under Age Players (Under 19)

Under age players must wear a helmet at all times when batting.

25.3 The umpires are responsible for ensuring that a helmet with a grille is worn when required by clause 25.1 but are not be responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.4 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.

25.5 Runners

For clarity, runners ARE allowed for an injured striker in all competitions 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.

LAW 28 THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 Open Age Players

At all times when fielding in a position closer than seven (7) metres 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), a fielder must wear a protector as well as a helmet fitted with a grille.

28.2 Under Age Players (Under 19)

At all times when fielding in a position closer than ten (10) metres 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), a fielder must wear a protector as well as a helmet fitted with a grille.

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28.3 Limitation of On Side fielders

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

28.4 Restrictions on the placement of fielders

28.4.1 Fielding Circles

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 semicircles shall be 27.5m for all male fixtures and 23m for all female fixtures. The ends of each semi-circle shall be joined to the other by a straight line.

28.4.2 At the instant of delivery

- a) During the first six (6) overs of each innings a maximum of two (2) fielders permitted outside the fielding restriction area; and
- b) During the non-Fielding Restriction Overs: a maximum of five (5) fielders permitted outside the fielding restriction area.

28.5 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.

Total Overs In Innings	Number of overs for which fielding restrictions will apply
17 - 19	5
14 - 16	4
10 - 13	3
7 - 9	2
5 - 6	1

28.6 Storage of Players Equipment/Apparel

28.6.1 Wicketkeeper/Fielder's Helmet

Law 28.3 shall apply.

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 bowlers 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 "Wide".

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- e) For the avoidance of doubt any fast short pitched delivery that is called a Wide 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 bowlers 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 Match Referee 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 Sight screen adjustment (Time wasting)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sightscreen being moved.

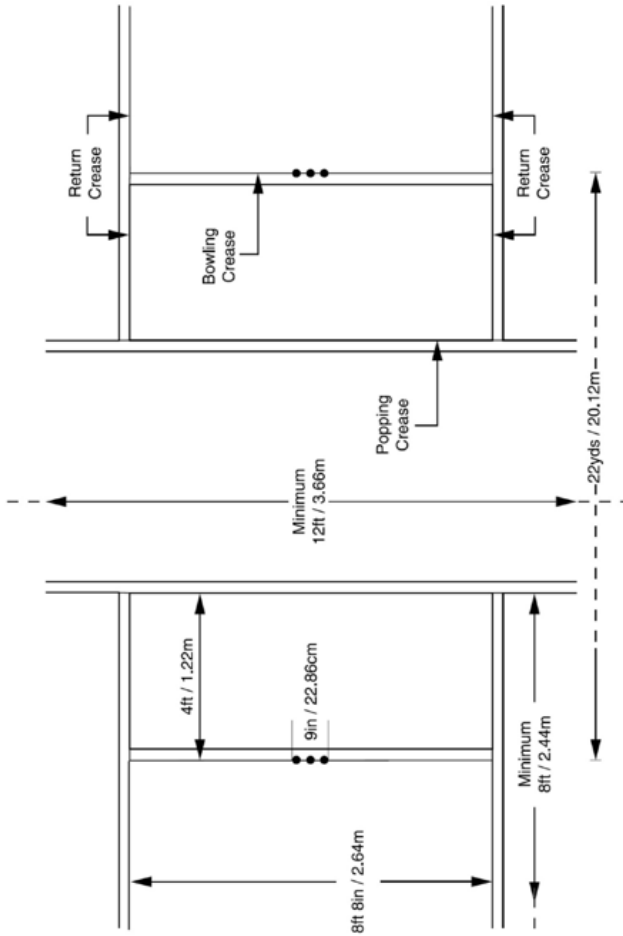
LAW 42 PLAYER'S CONDUCT

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



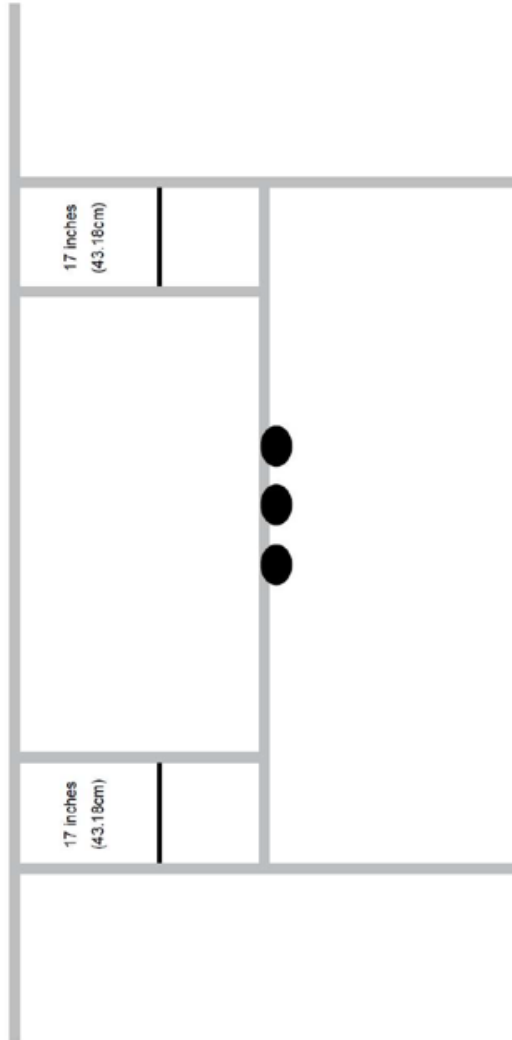
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The creases (Clause 7.1)



APPENDIX 2

Off Side Wide Guide Lines



APPRECIATION

Country Cricket New South Wales is extremely grateful to the following organisations and wishes to thank them for their sponsorship and support for Season 2023/24.



Country Cricket NSW acknowledges the Australian Aboriginal and Torres Strait Islander peoples of this nation. Country Cricket NSW acknowledges the traditional custodians of the lands on which our carnivals are held. Country Cricket NSW pays respects to ancestors and Elders, past, present and emerging.

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