

APPLICATION

- (a) These Playing Conditions shall apply to the second day of a scheduled two-day preliminary round match -
 - (i) in which play did not commence on the match's first day, but play commenced in at least one other match in that grade;
 - (ii) *in Shires First Grade to Shires Fourth Grade, in which fewer than 41 overs were commenced on the match's first day.*
- (b) Except as varied hereunder, the Laws of Cricket (2017 Code, 3rd Edition - 2022) shall apply. All references under the Laws of Cricket to 'Governing Body' shall mean the Sydney Cricket Association.
- (c) All references to the SCA shall mean the NSW Premier Cricket Manager and Committee.

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

2.1.1 Qualifications of Players

- (a) General
 - (i) Each player shall register with a club in **PlayHQ** prior to their first match in a season.
 - (ii) Each club shall obtain photographic identification in order to authenticate the registration of a player appearing at a club for the first time.
 - (iii) Each club shall enter electronically, prior to each player's participation in a match, each player's registration details in the club's **PlayHQ** cricket management system.
 - (iv) No player may play for more than one team in the same round of any competition unless as a Replacement Player.
 - (v) No player may play for more than one team on the same date in SCA competitions, except as a substitute in accordance with Law 24 of the Laws of Cricket.
 - (vi) Any player aged under 18 years on 31 August prior to the cricket season in question may play for one Premier club in any grade and one Shires club in any grade during the season without the permission of the SCA, after gaining prior permission from the respective Premier and Shires clubs.
 - (vii) Any player aged 18 years or over on 31 August prior to the cricket season in question may play in both the Premier Fifth Grade and Shires Third Grade or Shires Fourth Grade competitions during the season without the permission of the SCA, after gaining prior permission from the respective Premier and Shires clubs.
 - (viii) Any player aged under 24 years on 31 August prior to the cricket season in question may play in Premier Cricket in any grade and Shires Cricket in any grade during the season once a formal Pathway Agreement has been signed by both the Premier and Shires club and has been approved by the SCA.
- (b) Shires Competitions
 - (i) No player shall register or play with more than one Shires club in any one season in the Shires and Frank Gray Shield competitions.

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

- (ii) A player who has played with a Premier club during the season shall not play for a Shires club without the permission of the SCA, subject to 2.1.1(a)(vi) & (vii) above. A player who has played with a Premier club during the season is not permitted to transfer and play with a Shires club after 31 December in any season.
 - (iii) No player with First-Class or List-A match experience shall play in the Shires Second Grade to Shires Fourth Grade competitions without the prior permission of the SCA. For the purposes of this playing condition, 'First Class' or 'List A' is defined as any match granted such status by the ICC.
 - (iv) In carrying out its fiduciary duty, the SCA may prevent or restrict a player's participation in Second Grade, Third Grade and/or Fourth Grade if it determines that a player's relative ability and experience is considered to be unfair to the competition generally.
 - (v) Each Shires team must consist of 11 players who shall be listed on the team sheet and shall start and complete the match. In the event that a Shires team participates in a match with less than 11 players, a penalty may apply and the SCA may deduct 6 competition points from the club's First Grade, Second Grade, Third Grade and Fourth Grade teams for that round.
- (c) Overseas Players
- (i) Any player who is not an Australian citizen, and who has been resident in Australia for less than six full months immediately prior to registration with a club, is deemed to be an overseas player. Subject to the provisions of Rule 2.1.1(c)(viii) and (ix), the SCA will consider any prior written application from a club to not consider and register such a player as an overseas player.
 - (ii) An overseas player shall not register or play with a club unless that player is registered with the SCA.
 - (iii) The consent of the SCA must be obtained prior to an overseas player registering or playing with any club.
 - (iv) Where the SCA permits an overseas player to participate in matches and register and play with a club, it will register that player as an overseas player for that club.
 - (v) At the conclusion of any season, an overseas player shall cease to be bound to the club for which the player participated unless bound by a contractual agreement entered into by the club and the player.
 - (vi) In any season, a club is not permitted to register more than three overseas players, except with the prior permission of the SCA.
 - (vii) At any one time a club is not permitted to play *more than two overseas players in Shires First Grade*, except with the prior permission of the SCA, and having given 14 days' notice.
 - (viii) An overseas player must be registered with the SCA and must have participated in a competition match prior to 31 December in any season, unless they are a NSWCA, Sydney Sixers or Sydney Thunder-contracted player.

- (ix) Subject to the provisions of Rule 2.1.1(c)(i), a non-Australian citizen may travel overseas at any time during the six months preceding their participation at SCA level, if the player is deemed to be residing in Australia for 6 full months prior to playing in a match, and not be considered an overseas player.
- (d) NSW Cricket Association By-Laws
A player may be an ineligible player under the provisions of NSWCA By-Law 4 (Code of Conduct) and NSWCA By-Law 11.6 (Defaulters).

2.1.2 Replacement Players

- (a) Application
 - (i) Subject to the other provisions of this Playing Condition, any player who is not available for every scheduled playing day of a match as a result of participating as a member or appointed support staff in a representative match, may replace another player when available for a match day, or be replaced by another player when not available for a match day.
 - (ii) Representative matches shall be those in which an official Australian, NSW or Big Bash League team participates.
 - (iii) This Playing Condition shall also apply to representative players who are selected for other First-class, List A, Domestic T20, NSW Metropolitan U15, U17 & U19, ACT/NSW Country U15, U17 & U19, Australian Capital Territory, Northern Territory, WNCL, WBBL and Cricket Australia representative teams, subject to the prior permission of the SCA.
 - (iv) This Playing Condition shall also apply to players who are released from duties of 12th man and 13th man with representative teams.
 - (v) This Playing Condition shall also apply to subsequent replacements in higher or lower grades.
 - (vi) A club may elect to not extend subsequent replacements to all grades.
 - (vii) This Playing Condition shall apply to both Premier clubs and Shires clubs.
 - (viii) Subsequent replacements may include Shires players replacing Premier players, and Premier players replacing Shires players.
 - (ix) A club may nominate a substitute fielder, rather than a replacement player, for any team.
 - (x) For the purposes of Game 5 Playing Condition 5.1.1 (Qualifications of Players) only, a half-match shall be the equivalent of a full match, where a player plays in any grade for only one day of a two-day round.
- (b) Availability of Representative Player Known or Anticipated
 - (i) A club shall anticipate the selection of a player for a representative team if the player was selected for that team's previous match, after taking into account the availability of international players for both matches.
 - (ii) Where a club knows or anticipates that a player is not available for every day of a match, it must nominate its team in each grade with replacement(s), prior to the commencement of each match. In such circumstances:
 - (A) the club need not apply to the SCA for permission to use replacement players;

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

- (B) each team must nominate on its team sheet list, each replacing player and replaced player prior to the toss for each match;
 - (C) if a replaced player is subsequently omitted from the representative team, all subsequent replacements are voided, and the replaced player completes the match; and
 - (D) replacement(s) cannot be altered due to the representative player not playing on the second day, having been replaced on the first day.
- (c) Availability of Representative Player Not Known or Anticipated
- (i) The availability or non-availability of a player for the second day of a match, due to a representative team commitment, is considered by the SCA to be not known or anticipated if:
 - (A) the player concerned is selected for a representative team, having not been selected for its previous match;
 - (B) the player concerned is not selected for a representative team, having been selected for its previous match;
 - (C) the representative team concerned has not played a match earlier in the season; or
 - (D) special circumstances prevented the club's knowledge of the player's selection in the representative team.
 - (ii) If a club wishes to amend any team for the second day of a match, as a result of such availability or non-availability of a player being not known or anticipated:
 - (A) it must obtain the approval of the SCA;
 - (B) it must apply in writing to the SCA no later than 12:30pm on the Thursday prior to the second day of the match, indicating the replacing player(s), the replaced player(s), and all subsequent amendments to other grades; and
 - (C) it must certify that each such application is to replace the originally nominated player with a similar type of player.
 - (iii) (A) in assessing an application under Playing Condition 2.1.2(c)(ii) above, the SCA will consider the current status of the match, including whether the proposed replacing player will bat, bowl or keep wickets and the player's ability as a batter, bowler or wicketkeeper relative to the proposed replaced player.
 - (B) Should the SCA approve the club's application, each team must provide a new amended team list prior to the commencement of the second day of the match.
 - (iv) The SCA may approve the replacement of a player who has been injured in the course of playing for or practising with a representative team, together with subsequent replacements in lower grades, upon prior written application.
 - (v) The SCA may approve the replacement of a representative player who has been instructed to rest as a result of Cricket NSW-prescribed workload management and planning, together with subsequent replacements in lower grades, upon prior written application.

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
– 2024/25**

- (vi) The SCA will consider any emergency application arising from a late change to a replacement team, or altered requirements of Cricket Australia, NSWCA or SCA, upon receipt of the application.
- (vii) The captain is responsible for informing the opposing team and umpires of any approved team change.
- (d) Rights of Replaced and Replacing Players
 - (i) Where a replaced player has batted and been dismissed, the replacing player may not bat in that innings.
 - (ii) Where a replaced player has begun an innings and is not out, the replacing player must continue that innings.
 - (iii) Where a replaced player has begun but not completed an over, the replacing player must complete that over.
 - (iv) In all circumstances, the replacing player has the full rights of the replaced player, including the right to act as a team captain.
- (e) *Shires First & Second Grade Replacement Player*
 - (i) *A Club may nominate twelve (12) persons as players in a Shires First & Second Grade regular season match on a Team Sheet but no more than eleven (11) players may play on any day of that match.*
 - (ii) *A club must clearly nominate on their team sheet one player who will be playing Day One only and another player who will be playing on Day Two only.*
 - (iii) *If twelve (12) persons are nominated as players in a Shires First & Second Grade match, one player must be replaced by another player for one day of the match.*
 - (iv) *The player being replaced, and the replacement player must not take part in any match in any grade in any competition (including not take part as a substitute fielder) on any day of the match, other than on the day and match nominated on the Team Sheet as the day on which that player will be playing.*
 - (v) *If a player takes part in any match in any grade in any competition on any day of the match, other than on the day and match nominated on the Team Sheet, they will be deemed an ineligible player and playing condition 1.16.11 will apply.*
 - (vi) *No variation can be made to a Team Sheet after the toss, and a player that is nominated to not play on a particular day of a match cannot play on that day, regardless of any circumstances or events.*
 - (vii) *If a player who is to be replaced under this rule is batting and not out at the end of the day's play (or had commenced batting, Retired Hurt, and had not recommenced that innings), the player will be deemed to be "Retired – out" at the close of play of that day.*
 - (viii) *If a replaced player under this rule is out and the side's innings continues into the next day's play, the replacement player must not bat in that innings, but may bat in any subsequent innings.*
 - (ix) *If a Player who is to be replaced under this rule is bowling the final over of a day's play and the over cannot be completed, the over may be completed by any Player on the next day's play.*

2.1.3 Law 1.2 (Nomination and replacement of players) shall be replaced as follows.

(a) Exchange of Team Sheets

- (i) Each captain, before tossing, must give to the other captain a list of 11 players and no alteration may be made without the consent of the opposing captain. If a captain is unavailable at that time, a deputy shall nominate the players and toss for choice of innings, as set out in Law 1 (The Players) and Law 13 (Innings).
- (ii) Where a team includes a replacement player under Playing Condition 2.1.2, that player is also to be nominated on the team list.
- (iii) Where a replacement player is approved for the second scheduled day after the first day's play has taken place, a new team list must be provided before the commencement of play on the second day.
- (iv) The team list must identify all players under 19, 17, 15 or 14 years of age on 31 August prior to the cricket season in question, in the area provided.
- (v) Where no play was possible after the toss had been taken on the first day of a match, the second day becomes a new match and new team lists are to be exchanged and a new toss taken.

- (b) (i) An umpire shall take a photograph of both team sheets prior to the toss. The umpire shall keep the photograph of both team sheets until the end of the season.
- (ii) Should there be no SCA-appointed umpire(s) present, each team captain shall retain the opposing team's list until the end of the season.

2.1.4 Post-Match Meeting (First Grade only)

- (a) Within 20 minutes after the conclusion of each match, both team captains, both officiating umpires, and a facilitator appointed by the home club shall meet for the purpose of reviewing the match's conduct. That meeting shall be conducted in accordance with guidelines determined and distributed by the SCA (refer Post-Match Meeting Guidelines supplement).
- (b) Each club shall appoint a suitably skilled person to set the tone for a balanced and constructive meeting in accordance with the guidelines as set out in the Post-Match Meeting Guidelines supplement.

2.1.5 Protective Equipment - The Batter

Refer to SCA Helmet Policy

2.1.6 Clothing

- (a) The design of clothing worn by players representing teams in scheduled SCA matches is subject to the provisions of the SCA's Apparel Policy.
- (b) The wearing of coloured clothing and advertising logos on players' clothing is permitted subject to the prior approval of the SCA.
- (c) In order to assist in the identification of players, the use of names and/or numbers of players on the shirts is encouraged, subject to the provisions of the SCA's Apparel Policy.

2.1.7 Use of Ineligible Player

Refer Playing Condition 2.16.11.

2.1.8 Shires Points System

Each club participating in the Shires Competition is bound by the terms and conditions of the Shires Points System.

2.2 LAW 2 (THE UMPIRES) shall apply subject to the deletion of Law 2.2 (Change of umpire), and amendment of Law 2.1 (Appointment and attendance) as follows.

2.2.1 Two SCA-Appointed Umpires Present

- (a) Where two SCA-appointed umpires are present, they shall officiate together for the duration of play.
- (b) Subject to Law 2 (The Umpires), those umpires shall be the sole judges of the fitness of the ground, weather, and light for play.

2.2.2 Only One SCA-Appointed Umpire Present

- (a) Where only one SCA-appointed umpire is present that umpire shall officiate at the non-striker's end only.
- (b) Subject to Law 2 (The Umpires), that umpire shall be the sole judge of the fitness of the ground, weather, and light for play.
- (c) Where only one SCA-appointed umpire is present at the scheduled match commencement time and the captains are unable to agree on the appointment of another, the SCA-appointed umpire present shall appoint an umpire to officiate until another SCA-appointed umpire is able to commence duty.
- (d) An appointed official umpire may over-rule an unofficial umpire in cases of stumpings, run outs or hit wickets. The captain of the fielding team has the right to ask for an unofficial umpire to be replaced immediately upon request.

2.2.3 No SCA-Appointed Umpire Present

- (a) Where no SCA-appointed umpire is present, the captains shall appoint umpires. Any such umpire shall have first registered with the SCA by completing an SCA registration form, which the captain's club shall submit to the SCA prior to their appointment as an umpire.
- (b) Those captains shall be the final judges of the fitness of the ground, weather, and light for play.
- (c) Where the captains are in disagreement over the fitness of the ground, weather and light for play, the status of the match at the time of the disagreement is to continue until such time as mutual agreement is achieved, or the scheduled finishing time for the match is reached or the minimum quota of overs has been attained, whichever is the latest.

2.2.4 Law 2.3 (Consultation with captains) shall apply subject to the related meeting with the captains taking place on the field of play and incorporating the toss for choice of innings and the nomination of players, including the correct nomination of any replacement player.

2.2.5 Law 2.7 (Fitness for play) shall apply subject to the following.

- (a) Artificial Lighting
The use of artificial light to supplement natural daylight, in any match, is not permitted, except with the prior permission of the SCA.
- (b) Lightning

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

- (i) Play shall cease immediately, in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash.
 - (ii) Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and remain off the field of play for the duration of the period that play is suspended under this Playing Condition.
- (c) Extreme Heat
Refer Extreme Heat Policy.
- (d) The Pitch and Ground Preparation
 - (i) The host club is solely responsible for the preparation of the pitch and ground to the best possible standard prior to the commencement of play on each scheduled playing day.
 - (ii) In the event that the pitch or ground is unreasonable or dangerous for play at the scheduled time for commencement of play, the host club shall take all reasonable steps to make the pitch and ground playable as soon as is reasonably practicable. In appropriate circumstances, this Playing Condition may oblige the host club to prepare and make ready a substitute pitch.
- (e) Match Pitch
Where the umpires decide that a pitch is unreasonable or dangerous for play, the following procedure shall be followed:
 - (i) Where both captains agree to play on another pitch, the captains shall note their agreement on their Match Reports, and advise the umpires, and the match shall continue on that pitch, and the match result shall stand.
 - (ii) Where both captains do not agree to play on another pitch, the match shall be either abandoned, or played under protest (subject to 2.2.5 (e) (iii) below). If the match is played under protest:
 - (A) The protesting captain shall advise the umpires and opposing captain prior to the continuation of play; and
 - (B) Each umpire, and each captain's club, shall advise the SCA in writing of the reasons for either not playing, or playing under protest, within 1 working day.
 - (iii) The right to protest shall cease if the protesting team has gained any competition points from the result of the match.
- (f) Rain
After an interval or interruption, subject to the other provisions of Law 2.8, play shall resume unless either Umpire considers that conditions are or have become unsuitable or dangerous. It should be noted that the Laws of Cricket do not require rain to stop, prior to umpires resuming play at such times.

- (g) Responsibilities of Umpires
Subject to Law 2 (The Umpires) and Playing Condition 2.2, SCA-appointed umpires are the sole judges of the fitness of the pitch, ground, weather, and light for play at any time, but must not abandon a match prior to the scheduled time for commencement of play.
- (h) Light Meters
The use of Light Meters, if available, shall be applied as a benchmark for the remainder of a stoppage to determine whether there has been at any stage a deterioration or improvement in the light.

2.3 LAW 3 (THE SCORERS) shall apply subject to the following.

Refer to Match Operation Policy.

2.4 LAW 4 (THE BALL) shall apply subject to the following.

2.4.1 Law 4.2 (Approval and control of balls)

- (a) Balls used in all competitions of two days duration shall be red four-piece, first-quality Kookaburra "Regulation" only. Additional options are available only in Shires Third and Fourth Grade - See clause 2.4.1(c) below
- (b) The umpires shall retain possession of the match ball throughout the duration of the innings when play is not actually taking place; however, the umpires shall not take possession of the ball in use at the completion of each day's play.
- (c) In addition to clause (a) above, a red Kookaburra Club Match 4-piece ball, a Kookaburra Senator 4-piece ball or a red Kookaburra Regulation "Reject" ball are permitted in Shires Third and Fourth Grade matches only. A "Reject" ball is defined by a black "X" that can be found stamped near the seam of the ball.
- (d) Law 4.2.1 shall not apply in any grade.

2.4.2 Law 4.3 (New ball)

Law 4.3 is varied by the suspension of the right of the captain of the batting team to demand the use of a new ball at the commencement of its second innings.

2.4.3 Law 4.5 (Ball lost or becoming unfit for play)

- a) In the event of the ball becoming lost or, in the opinion of the umpires, unfit for play, the ball shall be replaced with a Kookaburra "Regulation" ball or *a ball approved in Law 2.4.1 (c)* that has had a similar amount of wear (subject to 2.4.3 (c) and 2.4.3 (e) below).
- b) In the event that a suitable Kookaburra "Regulation" ball is unavailable, the umpires shall immediately suspend play until such time as a suitable replacement "Regulation" ball becomes available.
- c) The two captains may agree to continue play with any Kookaburra "Regulation" ball, in the event that a ball with a similar amount of wear is not available.
- d) Subject to 2.4.3 (b) above, the number of overs and/or time lost whilst play has been suspended shall be added on to the last session. The

period for which play is suspended shall not count as part of playing time.

- e) Both teams shall assist with the application of this Playing Condition, by providing a selection of replacement balls of suitable age, condition, and colour, for use if required.

2.5 LAW 5 (THE BAT) shall apply.

2.6 LAW 6 (THE PITCH) shall apply subject to the following.

No match shall be played on a synthetic pitch.

2.7 LAW 7 (THE CREASES) shall apply.

2.8 LAW 8 (THE WICKETS) shall apply.

2.9 LAW 9 (PREPARATION AND MAINTENANCE OF THE PLAYING AREA) shall apply subject to the following.

2.9.1 General

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

2.9.2 Match played on consecutive days

Prior to the match's second day, the pitch shall not be rolled for more than 7 minutes, and such rolling shall not commence more than 30 minutes prior to the scheduled commencement of play. In other words, a pitch shall not receive unlimited rolling after a match has commenced, and match umpires will be able to supervise all pitch rolling after a match has commenced, and only vary such procedures as permitted by the Laws of Cricket.

2.9.3 Law 9.4 (Watering the Pitch)

The pitch shall not be watered on match days.

2.10 LAW 10 (COVERING THE PITCH) shall apply subject to the amendment of Law 10.2 (During the match) as follows.

2.10.1 General

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

2.10.2 Pitch Covers

- (a) Pitch covers are to be made available and used for all matches unless the permission of the SCA has been granted to the contrary.
- (b)
 - (i) The pitch and bowlers' approaches must be entirely protected against rain up to the commencement of play and for the duration of the match.
 - (ii) Pitch covers must be laid as late as possible overnight prior to each day's play and, if the weather is fine, raised as early as possible the next morning.
 - (iii) If it is raining or conditions are threatening, covers may remain in place on the pitch until the actual start of play.
 - (iv) If on consecutive days, the same match is continuing, or separate matches between the same clubs are to take place, then at the conclusion of each preceding day's play, the officiating umpires and visiting captain shall satisfy themselves

that the covers have been properly laid prior to the following day's play.

- (c) It is the responsibility of the home club to immediately advise the secretary of the opposing club, by telephone, when, for any reason, it is not possible to lay pitch covers overnight prior to any day's play. If the home club is unable to advise the secretary of the opposing club as set out above, it must send an SMS or email to the secretary of the opposing club and to the SCA.
- (d) Pitch covers are to be laid at the same time each day and raised at the same time each day, except as required by wet or threatening weather or when the condition of the pitch is such that laying covers will have a no, or a detrimental effect upon the pitch.

2.10.3 Form of Pitch Covering

All pitch covers are to be appropriate and, unless the prior written permission of the SCA has been granted to the contrary, they are to be -

- (a) a minimum of 30m x 10m in size, to cover pitch and bowlers' approaches;
- (b) made of a suitable material (not single layer landscaper's plastic);
- (c) used over a hessian underlay, which covers the pitch area; and
- (d) used in accordance with methods approved and distributed by the SCA.
- (e) A match-pitch undercover (min 3m x 22m) must be laid, as well as the main cover and hessian underlay, in all matches, unless the prior permission of the SCA has been granted.

2.10.4 Sponge Rollers

- (a) A separate sponge roller must be available for every match in every grade.
- (b) A sponge roller may be used at any necessary time. Such use does not constitute rolling of the pitch under Law 9.
- (c) Sponge rollers may be used, whether the covers are in place on the pitch or not, to remove surface water so as to enable play to commence, or recommence, as soon as possible.

2.11 LAW 11 (INTERVALS) shall apply subject to the following.

2.11.1 Law 11.2.2 (Duration of intervals)

The 10-minute interval between innings shall result in a reduction in the minimum quota of overs by two (2) overs, except that there shall be no such reduction for the first change of innings on the second or only scheduled day of the match (refer 2.17.1 (c) (i)).

2.11.2 Law 11.2.1 (Duration of intervals)

(a) Luncheon Interval

- (i) The luncheon interval is 40 minutes, computed from the end of the over in progress at 11:50am.
- (ii) No luncheon interval is to be taken where there is no play before 11:30am.

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
– 2024/25**

- (iii) Where play commences between 10:00am and 11:30am, the luncheon interval is to be moved back 30 minutes for each whole 30 minutes delay in the start of play, to a maximum of 90 minutes.
- (b) Afternoon Tea Interval
 - (i) The afternoon tea interval is 20 minutes, computed from the end of the over in progress at 3:10pm.
 - (ii) Where play commences after 2:50pm, no afternoon tea interval is to be taken.
 - (iii) Where play commences between 10:00am and 11:30am, the afternoon tea interval is to commence at the conclusion of the over in progress halfway between the end of the luncheon interval and the re-scheduled finishing time.
 - (iv) Where play commences after 11:30am, the afternoon tea interval is to commence at the conclusion of the over in progress halfway between the start of play and the re-scheduled finishing time.
 - (v) The two captains may not agree to forgo the afternoon tea interval.
- (c) For all matches played during non-daylight-saving periods, every time specified in these rules shall be brought forward 30 minutes.

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

Captains should ensure drinks are ready at least 5 minutes prior to any scheduled drinks interval.

2.11.4 Law 11.8.4 (Last hour) shall not apply.

2.11.4 Law 11.7 (Lunch or tea interval – 9 wickets down) shall apply.

2.12 LAW 12 (START OF PLAY; CESSATION OF PLAY) shall apply subject to the following.

2.12.1 Amendment to Match Date(s) or Venue

- (a) **Amendment to Match Date(s)** - subject to 1.12.1 (c) below, match dates may not be amended.
- (b) **Amendment to Match Venue** - Match venues may only be amended with the consent of the opposing club and with the prior permission of the SCA. Any club wishing to amend the venue of a match must first apply in by writing to the SCA, setting out the reasons for that application. Applications must be received by no later than 5:00pm on the day prior to the scheduled start of the match
- (c) In the event of wholly unforeseen circumstances, a club may amend the date(s) and/or venue of a match outside the time limit specified, with the prior approval of the SCA Secretary or an SCA Committee Member. The result of that match shall be subject to subsequent ratification by the SCA
- (d) For the purpose of this Playing Condition, individual grounds within one complex of grounds shall be considered to be separate venues.

2.12.2 Playing Hours

- (a) Scheduled playing time is from 9:30am to 6:00pm.
- (b) Play will continue until the minimum quota of overs has been completed.
- (c) Where the minimum quota of overs has been completed prior to the scheduled or rescheduled finishing time, play will continue until that scheduled or rescheduled finishing time.

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

- (d) For all matches played during non-daylight-saving periods, every time specified in these rules shall be brought forward 30 minutes.

2.12.3 Cessation of Play

Play shall continue until at least 3:30pm, unless an outright result is obtained before that time.

2.12.4 Law 12.4 (Starting a new over) shall apply subject to the following.

Play will continue after the scheduled close of play, if necessary, to achieve the minimum quota of overs. (Refer also Playing Condition 2.17.1 Quota of Overs).

2.12.5 Law 12.5 (Completion of an over) shall apply subject to the following.

Where a wicket falls in the last over after the scheduled cessation time, but the quota of overs has not been achieved, the over must be completed in order to complete the minimum number of overs.

2.12.6 Late Starts

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

2.12.7 Loss of Entire Day's Play or Ground Closed

Where there is no play on a scheduled day in any match, the home club must complete and submit to the SCA a report setting out the reasons why play was not possible.

2.12.8 Law 12.6, Law 12.7 & Law 12.8 (Last hour of match) shall not apply.

2.13 LAW 13 (INNINGS) shall apply subject to the following.

2.13.1 The Toss

- (a) The toss shall only be taken on Day 2 if no play was possible on Day 1.
- (b) Subject to 2.13.1 (a), the captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, 30 minutes before the scheduled start, or minimum 15 minutes before any rescheduled later time for the match to start. The captain winning the toss must immediately notify the opposing captain and the umpires of their decision to bat or bowl. Note the provision of Law 1.3 (Captain).

2.14 LAW 14 (THE FOLLOW-ON) shall apply.

2.15 LAW 15 (DECLARATION AND FORFEITURE) shall apply subject to the following.

- (a) No team shall be permitted to forfeit its first innings.
- (b) No team shall be permitted to declare its first innings closed until it has avoided the appropriate follow-on total.

2.16 LAW 16 (THE RESULT) shall apply subject to the following.

2.16.1 Competition Points

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

Code	Result	Points
1	Outright win after leading on first innings	10
2	Outright win after tying on first innings	8
3	Outright win after trailing on first innings	6
4	Outright tie after leading on first innings	7

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

5	Outright tie on both first and second innings	5
6	Outright tie after trailing on first innings	3
7	Win on first innings	6
8	Tie on first innings	3
9	Draw or no result	0
10	Loss on first innings	0
11	Outright loss after leading on first innings	4
12	Outright loss after tying on first innings	2
13	Outright loss after trailing on first innings	0

- (b) Any team that receives a bye shall be awarded zero (0) competition points.
- (c) A result under the provisions of Playing Condition 2.16.5(e) shall be considered a result on first innings.
- (d) Forfeits
 - (i) A match will be defined as a forfeit where a team communicates in advance of the scheduled start time of its inability to be able to play the match. A match shall also be defined as a forfeit where the umpires award the match under law 16.3 to the opposing side due to a refusal to play.
 - (ii) Where a team loses by forfeit, six competition points may be deducted and a mark of zero be allocated to that team's spirit of cricket mark for the match. Further, the SCA may in its absolute discretion impose additional sanctions if it sees fit to do so.
 - (iii) Where a team wins by forfeit a minimum of six competition points shall be awarded. However, if another team in the same grade, in the same round, wins a game with a higher number of points then that number of points shall be awarded to the team winning by forfeit.

2.16.2 Premiership Positions

- (a)
 - (i) In all competitions, points gained and lost in all preliminary rounds shall count towards positions in the premiership table.
 - (ii) In each grade, all teams shall be ranked according to their relative positions after the preliminary rounds.
- (b)
 - (i) Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher quotient shall occupy a higher relative position.
 - (ii) A team's quotient shall be its batting average divided by its bowling average. The batting average for a team shall be obtained by dividing the total number of runs scored by it, by the total number of wickets lost. The bowling average for a team shall be obtained by dividing the total runs scored against it, by the total number of wickets taken.
 - (iii) A team that declares its innings closed shall be deemed to have lost the number of wickets that have actually fallen.
 - (iv) A team that forfeits its innings shall be deemed to have lost no wickets.

- (v) A team that is dismissed shall be deemed to have lost 10 wickets. A team is considered dismissed even if batters are absent, ill, or injured.

2.16.3 Club Championship

- (a) (i) The Shires Club Championship shall comprise teams competing in the Shires First Grade to Shires Fifth Grade and Frank Gray Shield competitions.
- (a) (ii) In the Shires Club Championship, competition points gained by each team shall be multiplied by six in Shires First Grade, five in Shires Second Grade and the Frank Gray Shield competition, four in Shires Third Grade, three in Shires Fourth Grade and one in Shires Fifth Grade.
- (b) The Shires club with the highest total number of preliminary round points shall be declared the winners of the respective Club Championships.
- (c) If two or more clubs have an equal number of points at the conclusion of the preliminary rounds, they shall become joint winners of the Club Championship, or jointly occupy a position on the final table.

2.16.4 Captain's Match Report

- (a) It is the responsibility of each Captain and, in turn the Captain's Club, to submit electronically by 12:30pm on the Wednesday following each match, a Captain's Match Report using the method determined by the SCA.
- (b) The captain's Match Report must be completed only after the scorers have agreed on all scores.
- (c) Assessments on the performance of the officiating SCA-appointed umpire(s). As it is on the basis of captains' assessments that all umpires are appointed to, or retained on, the various panels, an objective and accurate assessment is sought from each captain.
- (d) The captain's Match Report must be correctly and fully completed by the captain.
- (e) The captain's Match Report is required for each and every match, regardless of whether or not there was any play.
- (f) Should any captain's Match Report be incorrect or incomplete, the club in question shall be requested to correct or complete the match report.
- (g) A penalty of \$50 per team per match may be imposed on any club which fails to comply with Playing Condition 2.16.4. A further penalty of \$50 may be imposed for each additional week that any report remains outstanding.

2.16.5 SCA Rule 22 (Investigations of Matches, Protests and Disputes)

- (a) Any club wishing the SCA to adjudicate on any dispute in connection with any match shall, within 1 working day after the dispute has arisen, forward to the SCA a clear statement in writing of the matter in dispute, signed by the Secretary or other Office Bearer of the club.
- (b) Whether or not a complaint or protest has been made or lodged, and in its absolute discretion, the SCA has the power to investigate the

circumstances of any match in such manner as in its absolute discretion the SCA thinks fit, under the provisions of SCA Rule 22 and these Playing Conditions.

- (c) Contrived Result - The SCA has the authority to investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have colluded to contrive the result of a match, or if it suspects that a competing team has unreasonably declared or forfeited an innings in the match. If the SCA decides to carry out an investigation, it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give the opportunity to be heard to interested parties, including representatives of both teams involved.
- (d) After carrying out such an investigation, the SCA may determine that, regardless of whether or not a team or teams gained or attempted to gain points in a match, an action of a team:
 - (i) was unfair and could have influenced the outcome of the match; or
 - (ii) was unfair to any teams in the same competition; or
 - (iii) was unfair, in the context of the Club Championship, to any of the clubs in the same competition.
- (e) The SCA's powers include, but are not limited to, the power to:
 - (i) award a match to one team, or both teams jointly;
 - (ii) deduct such competition points from, or award competition points to, either team in a match, as the SCA in its absolute discretion thinks fit;
 - (iii) amend or extend the scheduled hours of play in a match;
 - (iv) commence or continue a match on an adjoining pitch, or at another venue;
 - (v) give such directions to the host club, regarding the manner in which work should be carried out on a pitch and ground, as the SCA in its absolute discretion thinks fit; and
 - (vi) fine, suspend or disqualify a player or club.

2.16.6 Nomination of Players (Playing Condition 2.1.3)

The refusal by a captain or their deputy to exchange team lists prior to the toss renders the offending team liable to being considered by the SCA to have conceded the match.

2.16.7 Fitness of Ground, Weather and Light (Playing Condition 2.2.5)

- (a) The SCA may investigate whether the pitch and ground for any match has been prepared both to the best possible standard, and as soon as is reasonably practical.
- (b) In its investigation, the SCA may without limitation consider all surrounding circumstances, including:
 - (i) the condition of the pitch and ground, both at the time and during previous matches;

- (ii) weather conditions, both at the time and prior to the match;
- (iii) the method and use of pitch protection and ground preparation equipment; and
- (iv) and the likelihood of the pitch and ground being made ready for play in time to achieve a result or further result in the match.

2.16.8 Covering the Pitch (Playing Condition 2.10)

- (a) A team that has breached the above Playing Condition may be penalised 6 points and may be deemed to have lost the match.
- (b) The opposing team may receive up to a maximum of 10 points and may be deemed to have won the match.

2.16.9 Law 16.3 (Umpires awarding a match)

- (a) The team that is awarded a match may receive up to a maximum of 10 points, and the opposing team may be penalised up to a maximum of 6 points.
- (b) Where a match is awarded against a team, any other team of that club which, in that round, plays a match in a grade lower than that of that team may gain no points from its match, unless play has commenced in the match which has been awarded.

2.16.10 Law 16.8 (Correctness of result)

In any match, the captains shall be responsible for ensuring that the scorebooks are accurate. Where the scores of the match are in dispute, the captains and umpires shall, at the conclusion of the day's play investigate and verify the correctness of the scorebooks and determine the correct result, before leaving the ground.

2.16.11 Use of Ineligible Player

Where a player participates in any match while ineligible, including under the provisions of Playing Conditions 2.1 and 2.2:

- (a) the team concerned may be regarded as having lost the match or matches in which such player participated, and may forfeit any points gained;
- (b) the opposing team may receive up to a maximum of 10 points;
- (c) where the team concerned gained no points from the match, 6 points may be deducted; and
- (d) the SCA or the NSW Cricket Board may take further action against the club or player concerned if it deems fit.

2.16.12 Right of Appeal

A club may appeal to the NSW Cricket Board against any determination by the SCA arising from a match in which it competed, in accordance with the SCA's Rules.

2.16.13 Input of Match Scorecard (MyCricket)

Team lists: all clubs are required to enter their teams in MyCricket by Friday evening in order to facilitate the Scorer App.

Summary scores: to allow for publication in Monday's newspapers, match scores and leading individual performers must be entered in MyCricket by no later than 9.00pm on matchdays.

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

2.17 LAW 17 (THE OVER) shall apply subject to the following.

2.17.1 Quota of Overs

- (a) The minimum quota for the day is 120 overs provided there is no interruption to scheduled playing time and subject to 2.17.1(d) below.
- (b) Where the commencement of play is delayed, or there is any interruption(s) to the day's play, the minimum quota is reduced by one over for each 3.75 minutes of scheduled playing time lost, subject to 2.17.2 below (refer Table 2 on page 26).
- (c) There shall be no reduction for the first change of innings on the second or only scheduled day of the match.

For example: A total of 118 overs must be bowled in a day, where a second change of innings occurs during that day, provided that change of innings is not wholly contained within a break in play due to weather, or a luncheon or tea interval, or is the result of a team forfeiting its innings.

- (d) Where there is a change of innings on either scheduled day, the minimum quota of overs for a new innings shall be calculated:
 - (i) by deducting from the daily minimum quota, any overs bowled and any over reductions for loss of play and two overs for the change of innings (no deductions are made for the first change of innings or if the change of innings is wholly contained within a break in play due to weather, or a luncheon or tea interval);
or, if higher:
 - (ii) by calculating one full over to be bowled for each 3.75 minutes (or part thereof) of time remaining.
- (e) Any over that has commenced will constitute a full over for the purpose of determining the minimum daily quota of overs.
- (f) Where playing time is lost after the scheduled close of play, the deduction will be continued, or commenced, at the same rate.
- (g) Where a wicket falls in the last over after the scheduled cessation time, but the quota of overs has not been achieved, the over must be completed in order to complete the minimum number of overs.

2.17.2 Loss of Playing Time

Where the commencement of play is delayed, or there is any interruption(s) to play due to ground, weather, light, or any other unforeseen circumstance:

- (a) The minimum quota of overs to be bowled that day is:
 - (i) unaffected for the first (aggregate) 30 minutes of scheduled playing time lost; and

- (ii) reduced by one over for each 3.75 minutes of scheduled playing time lost thereafter (refer Table 2 on page 26).
- (b) The finishing time is adjusted by the period of scheduled playing time lost, up to a maximum of 30 minutes.

2.17.3 Minimum Over Rates

- (a) In any innings of 210 minutes duration or more, the bowling team must have completed, or have commenced the last of, the minimum number of overs required to be bowled in the time taken for that innings (refer Table 1C on page 25).
- (b) Failure to bowl the minimum number of overs set out in Table 1C will render the bowling team liable to a penalty of 0.1 points for each such over not bowled, which shall be deducted from a team's season competition points, immediately a team has accumulated 10 such overs for the season, and which shall continue to be deducted for all overs not bowled in any future innings.
- (c) Notwithstanding (b) above, a penalty or reduction in the 9 credit overs shall apply only when the last actual over of a day's play is commenced after the time scheduled or rescheduled for stumps on that day, and the SCA-appointed umpires indicate in their Match Report that a penalty shall apply and advise the captain or Official of the bowling team, on that day, of that penalty or reduction. In the absence of the captain or Official the umpire must instead advise the SCA in writing within 1 working day of the match's completion.
- (d) To assist in the application of this Playing Condition, the time taken for any interval as listed under Law 11.1 (including the intervals for drinks) shall not be part of playing time. The interval for drinks is classed as a scheduled break.
- (e) The captain, or their nominated deputy, may question and discuss with the umpires any over-rate penalty to be applied, but must do so before leaving the ground at the end of the relevant day's play. The SCA does not have the authority to review any penalty applied by the umpires under this playing condition.

2.17.4 Restrictions on Underage Bowlers

- (a) No medium pace or faster bowler (broadly defined by one or both umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in a day's play as set out below-

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

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

(b) Length of Break

- (i) All Grades including Age competitions- The break between spells is to be a minimum of 30 minutes (including the luncheon and tea intervals and any interruptions to play).
- (ii) A bowler who has bowled a spell of less than the maximum spell permitted for 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. Following the completion of the extended spell, the normal break of 30 minutes between spells shall apply and the break within the spell is disregarded.
- (iii) If a change of innings occurs, and a bowler commences bowling in the new innings within 30 minutes of bowling in the previous innings, this shall be considered an extension of the same spell and the maximum spell limit and daily limits for that age of player shall still apply.
- (iv) If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits. If this over is completed at the start of a new day's play, the over shall be considered the first over of a new spell for that bowler and the first over of the new daily limits.

(c) Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

- (i) if the bowler begins with medium pace (or faster), the bowler is subject to the Playing Condition throughout the day; and
 - (ii) if the bowler begins with slow bowling and changes to medium pace (or faster), the Playing Condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.
- (d) (i) It is the responsibility of the fielding captain to ensure that this Playing Condition is upheld. The umpires will assist in maintaining records to enable the enforcement of this Playing Condition together with the Scorers of the match. Scorers must notify the umpires and fielding captain whenever a bowler reaches the maximum number of overs they may bowl without a break and must notify the umpires immediately if a bowler

starts (or is about to start) an over when they are not permitted to bowl under this Playing Condition.

- (ii) If the umpires become aware of a breach of this Playing Condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- (iii) Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the Umpires shall make the final decision on its application based on information available from the scorers and other sources.

Examples (all assuming bowlers aged 16, and bowling fast, unless otherwise indicated):

1. A bowler bowls 4 overs and is taken off by the captain. They are brought back from the other end after 15 minutes. They may bowl a further 2 overs, after which they cannot bowl for at least 30 consecutive minutes.
2. A bowler bowls 5 overs and is then taken off. They return to bowl 75 minutes later. This is considered a new spell, and they can bowl 6 overs in that spell (subject to their daily limit).
3. A bowler bowls 4 overs, and the players then take a 40-minute luncheon interval. They resume bowling on resumption (a total of 44 minutes since they last bowled. This is considered a new spell, and they can bowl 6 overs in that spell (subject to their daily limit).
4. A bowler who bowls 6 overs just prior to the end of a day can resume on the next playing day with a new bowling spell and has a limit on that day of 16 overs.
5. A bowler bowls 10 overs of slow bowling, and then continues their spell, but bowls 2 overs of pace bowling. They then revert to slow bowling. They are limited to a spell of 6 overs from the time they commenced pace bowling, after which time a break of 30 minutes is required before they can bowl further. The overs bowled prior to their pace overs are ignored totally from both their “bowling spell” and daily limits, but further overs of slow bowling after their pace overs are treated as though they were still being bowled at pace.

2.18 LAW 18 (SCORING RUNS) shall apply.

2.19 LAW 19 (BOUNDARIES) shall apply in accordance with the **Cricket NSW Minimum Boundary Clearance Directive**.

2.20 LAW 20 (DEAD BALL) shall apply.

2.21 LAW 21 (NO BALL) shall apply subject to related SCA policy regarding doubtful bowling actions.

2.21.1 LAW 21.10 (Ball bouncing over head height of striker) shall not apply.

2.22 LAW 22 (WIDE BALL) shall apply.

2.23 LAW 23 (BYE AND LEG BYE) shall apply.

2.24 LAW 24 (FIELDER’S ABSENCE; SUBSTITUTES) shall apply subject to the following.

2.24.1 Use of Ineligible Player. Refer Playing Condition 2.16.11.

2.24.2 Fielder Absent or Leaving the Field (Law 24.2 shall be replaced by the following).

- (a) If a fielder fails to take the field with their side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for their absence, and they shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 24.4). The umpire shall give such consent as soon as practicable.
- (b) If the player is absent from the field for longer than 8 minutes:
 - (i) the player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent. In the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.
 - (ii) the player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier, when their side has lost five wickets.
- (c) The above restrictions shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- (e) In the event of a fielders already being off the field at the commencement of an interruption in play through ground, weather, or light conditions or for other exceptional circumstances, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field had play been in progress.

2.24.3 Concussion Substitute

Refer Concussion Substitute Policy.

2.25 LAW 25 (BATTER'S INNINGS; RUNNERS) shall apply subject to the following.

2.25.1 Batter Retiring

- (a) An injured batter who has temporarily retired and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.
- (b) Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes they shall be recorded in the scorebooks as "Retired – not out" as described above.
- (c) A team is considered dismissed and deemed to have lost 10 wickets, even if batters are absent, ill, or injured.

2.25.2 Concussion Substitute

Refer Concussion Substitute Policy.

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

2.27 LAW 27 (THE WICKET-KEEPER) shall apply subject to the following.

2.27.1 Protective Equipment – The Wicket-Keeper

Refer to SCA Helmet Policy.

2.28 LAW 28 (THE FIELDER) shall apply subject to the following.

2.28.1 Protective Equipment - The Fielder

Refer to SCA Helmet Policy

2.29 LAW 29 (THE WICKET IS BROKEN) shall apply.

2.30 LAW 30 (BATTER OUT OF THEIR GROUND) shall apply.

2.31 LAW 31 (APPEALS) shall apply.

2.32 LAW 32 (BOWLED) shall apply.

2.33 LAW 33 (CAUGHT) shall apply.

2.34 LAW 34 (HIT THE BALL TWICE) shall apply.

2.35 LAW 35 (HIT WICKET) shall apply.

2.36 LAW 36 (LEG BEFORE WICKET) shall apply.

2.37 LAW 37 (OBSTRUCTING THE FIELD) shall apply.

2.38 LAW 38 (RUN OUT) shall apply.

2.39 LAW 39 (STUMPED) shall apply.

2.40 LAW 40 (TIMED OUT) shall apply.

2.41 LAW 41 (UNFAIR PLAY) shall apply subject to the following.

2.41.1 Law 41.11 (Damaging the pitch – the protected area)

- (a) In order to assist in the protection of pitch surfaces, all batters, bowlers, and wicketkeepers must wear spiked footwear.
- (b) Non-spiked footwear may only be worn during any match:
 - (i) where a player provides a certificate from a registered medical practitioner or physiotherapist stating that wearing of spiked footwear would be detrimental to the player's physical well-being;
 - (ii) Where the player concerned has been chosen as a late selection to fill a vacancy, and that player is not a regular Shires player.
- (c) The umpires shall report any breach of this Playing Condition to the relevant captain at the end of the day's play.

2.41.2 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries)

- (a) A bowler shall be limited to two fast short pitched deliveries per over.
- (b) A dangerous and unfair short pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

- (d) In addition, for the purpose of this regulation and subject to clause 2.41.3 (f) below, a ball that passes 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 a 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 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 clause 2.41.3 (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- (g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- (h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is their final warning for the innings. The umpire shall also inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
- (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 forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (k) The umpire shall 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 shall then report the matter to the SCA who shall take such action as is considered appropriate against the captain and the bowler concerned.

2.42 LAW 42 (PLAYERS' CONDUCT) shall be replaced by the following.

2.42.1 Law 42.1 (Unacceptable conduct)

- (a) Any Club member, umpire or Club official engaging in disorderly or improper behaviour, either on or off the field, and whether taking part in a match or not, breaches the Code of Conduct and will be dealt with by Cricket NSW.
- (b) Where a Club member, umpire or Club official is reported for an alleged breach of the Code of Conduct, the procedures set out by Cricket NSW must be followed.
- (c) Each club shall appoint or elect each of its officials and volunteers to Membership of the club, in order to ensure that each such person is

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
– 2024/25**

bound by the Cricket NSW's Code of Conduct. Such persons shall include all those serving as honorary or paid umpires, scorers, coaches, selectors, team managers, team support staff, ground managers and canteen staff. Such Membership may be Honorary, Non-Playing, or of any other form that is available to the club.

- (d) Any player guilty of a breach of the Code of Conduct during the season, in any match, in any grade or competition, is ineligible to receive an award for Player of the Year or Captain of the Year.
- (e) The captain of a team may be deemed to have breached the Code of Conduct if a player in that team engages in disorderly or improper conduct or behaviour. The captain, if deemed to have breached the Code of Conduct under this interpretation, may be dealt with by Cricket NSW.

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

**TABLE 1C- MINIMUM OVER-RATES (TWO DAY ROUNDS)
(REFER GAME 2, PLAYING CONDITION 2.17)**

Note- Part overs count as full overs. For example, a Shires First Grade team that bowls 81.1 overs in 304 minutes satisfies the minimum over-rate requirements, as set out below.

Mins	Overs		Mins	Overs		Mins	Overs		Mins	Overs
210	56		278	74		345	92		413	110
214	57		282	75		349	93		417	111
218	58		285	76		353	94		420	112
222	59		289	77		357	95		424	113
225	60		293	78		360	96		428	114
229	61		297	79		364	97		432	115
233	62		300	80		368	98		435	116
237	63		304	81		372	99		439	117
240	64		308	82		375	100		443	118
244	65		312	83		379	101		447	119
248	66		315	84		383	102		450	120
252	67		319	85		387	103			
255	68		323	86		390	104			
259	69		327	87		394	105			
263	70		330	88		398	106			
267	71		334	89		402	107			
270	72		338	90		405	108			
274	73		342	91		409	109			

**GAME 2 - DAY 2 OF GAME 1 MATCHES, FOLLOWING TIME LOST ON DAY 1
- 2024/25**

**TABLE 2- LOSS OF PLAY IN TWO-DAY MATCHES
(REFER GAMES 1, 2 & 5, PLAYING CONDITION 1.17, 2.17 & 5.17 OF THE
PLAYING CONDITIONS, AS APPROPRIATE)**

Notes- Reduce minimum by 1 over for each WHOLE 3.75 minutes lost.
Refer Law 17 of the Playing Conditions for provision to make up lost time
BEFORE reducing overs.

Minutes Lost	Overs Lost
4	1
8	2
12	3
15	4
19	5
23	6
27	7
30	8
34	9
38	10
42	11
45	12
49	13
53	14
57	15
60	16
64	17
68	18
72	19
75	20
79	21
83	22
87	23
90	24
94	25
98	26
102	27
105	28
109	29
113	30
117	31
120	32
124	33
128	34

Minutes Lost	Overs Lost
132	35
135	36
139	37
143	38
147	39
150	40
154	41
158	42
162	43
165	44
169	45
173	46
177	47
180	48
184	49
188	50
192	51
195	52
199	53
203	54
207	55
210	56
214	57
218	58
222	59
225	60
229	61
233	62
237	63
240	64
244	65
248	66
252	67
255	68

Minutes Lost	Overs Lost
259	69
263	70
267	71
270	72
274	73
278	74
282	75
285	76
289	77
293	78
297	79
300	80
304	81
308	82
312	83
315	84
319	85
323	86
327	87
330	88
334	89
338	90
342	91
345	92
349	93
353	94
357	95
360	96
364	97
368	98
372	99
375	100