



Far North Coast Cricket Council

By-Laws and Playing Conditions

2025-26

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COMPETITION BY-LAWS

1 Controlling Authority

1.1 Competitions will be conducted under the auspices of the Far North Coast Cricket Council (FNCCC) and controlled by the Local Association, or a sub-committee elected by the FNCCC, whichever applies. Matches will be played in accordance with the rules set out hereunder.

1.2 A sub-committee will consist of a Chairperson/President, Secretary, Treasurer and one other representative from each participating Club and shall submit a report to the FNCCC at the completion of the season.

1.3 The Local Association/Sub-committee shall, prior to the commencement of the season, organize the draw, the points to be allocated, and how the winner of the competition will be determined.

1.4 All matches will be played under the M.C.C. Laws of Cricket except where varied by these playing conditions. The Preamble-Spirit of Cricket applies to all members of affiliates of the FNCCC and states that team captains are responsible for ensuring fair play within the laws and the spirit of the game.

1.5 COVID-19 related matters will be dealt with in accordance with the current Cricket NSW COVID-19 Competition Management Recommendations.

2 Players and Registration

2.1 Players must be registered with their Club on the PlayHQ Website, with all compulsory fields accurately completed including player's date of birth. The Club shall have the right to refuse registration of any listed defaulter. New player registrations will not be accepted for the last two (2) games of the Minor Premiership.

2.2 No player will be allowed to play for a new club unless registered, and if previously registered with another Club, granted a clearance from that Club.

2.3 Any team playing a listed defaulter, or an unregistered player, will be deducted all competition points gained from matches in which that player has taken part.

2.4 Any player who in a current season has played second grade or above in a metropolitan premier league is ineligible to play in any FNCCC competition. NOTE: This rule does not exclude players from transferring into FNCCC Club/s and participating for the duration of the season. Players who meet this criteria are NOT able to be permitted in or out of FNCCC competitions. The purpose of this PC is to encourage high level players to participate in our highest level of competition but to maintain the integrity of this competition by ensuring all participants are available for all fixtures and not just some days/weeks which would make the competition unfair/uneven as was the case in previous seasons.

2.5 A list of six (6) graded players per team must be provided by each Club to the CNSW Competition Coordinator/Committee of Management by the completion of the first 5 weeks of cricket. Clubs in default will accrue no further points for any team in any grade until the graded players are submitted. (the lowest grade team in a Club, where it is the only team from the Club in that grade, is excluded). If a graded player plays down a grade without the approval of the CNSW Competition Coordinator/Committee of Management, the team will lose all points gained in that match.

2.6 Unless with the special approval of the CNSW Competition Coordinator/Committee of Management, players must qualify for semi-finals and finals by playing in six matches during the season, and three (3) of the last five (5) competition matches in the selected grade.

2.7 In the event of a player being selected for 'representative duties' the player's club may nominate a substitute. The substitute player must be nominated at the time the teams are declared unless selection for the 'representative duties' become known later. In this case substitutes carry on the full role of the 'selected' player, including completion of innings, overs,

and the like.

3 Teams

3.1 Each captain is to provide the Umpire/s, or opposing captain if no official umpire, with a team sheet declaring the names of players and substitutes (if applicable) prior to the toss. Teams may consist of 12 players (excluding replacement players), with any 11 players able to bat or bowl in either innings, and only 11 to field at one time. The ages of any players born since 31 August 1999 are to be recorded next to their name on the team list.

3.2 Teams are to be entered on PlayHQ prior to the start of play to enable live scoring.

3.3 At least 7 named players must be present for the game to commence, or the game will be forfeited & that team will be responsible for the full umpire/s fee.

3.4 If both teams are unable to start due to a lack of numbers the game will be abandoned and declared a draw. Any Umpire payment will be shared.

3.5 MCC Law 24.2.2. 'Fielder absent or leaving the field' is amended so that any player arriving late to a match is allowed to bowl as soon as they enter the field of play at the completion of the previous over or may bat next batter in, and will apply once the player has arrived at the ground and joined play. This only applies if they enter the field of play at their first opportunity upon arrival to the ground.

4 Grounds

4.1 Each team will nominate their home ground before the beginning of the season so the draw can be prepared. Teams in FNC 1st and 2nd Grade MUST have a turf wicket. The home team will be responsible for the condition of the ground, the preparation of turf pitches, as well as any costs to hire or maintain the ground.

4.2 It is expected that a ground will be formally handed over to the Umpire/s. In the absence of any ground person, the home team captain or representative shall do so. At all times before handing over the ground to the umpire/s, the home team has the right and responsibility to undertake normal ground preparation to ensure that the ground is fit for play.

4.3 For turf wickets, the home team will be responsible for covering the "pitch" on Thursday and Friday evenings by 8:00pm. Covers are to be removed by 7.00am on Saturday, however in the event of continuing or further rain, the pitch should remain covered or be re-covered, as the weather conditions determine. This also includes Saturday evenings where play is scheduled on a Sunday.

4.4 If the away team finds reason to lodge a protest under this playing condition on Day 1 of the match, they must advise the umpires prior to the toss occurring that they will be playing under protest. Where play is possible, the match shall commence and if the Umpires are certain this playing condition has been breached, there will be an automatic loss of toss for the home team.

4.5 Where a club is proven to be "negligent" after subsequent investigation by the Committee of Management, a fine will apply and will be determined by the Committee of Management. If the offence occurs on day two, the match is to continue where possible under protest. Where a club is proven to be "negligent" after investigation by the Committee of Management, then maximum winning points will be awarded to the visiting team.

4.6 Where a second offence occurs, it will be referred to the Committee of Management and further penalties imposed which could include fines and/or loss of points for the season/next season.

5 The Toss

5.1 The toss must be completed at least 15 minutes, and up to 30 minutes before the scheduled match commencement time.

6 Player Attire & Equipment

6.1 All players shall be dressed in proper cricket attire - white clothing or their club's approved

shirt, predominately white shoes, a white cricket hat or Club cap/hat. Other coloured clothing must be approved by their Association/Subcommittee, which includes any sponsor's logos.

6.2 All players officiating as umpires must be attired in correct gear, i.e. shoes, whites and with square leg carrying a bat or wearing a coloured coat.

6.3 Protective Helmets:

- Are compulsory at all times when facing fast or medium pace bowling for batters born since 31 August 1999, and are strongly recommended for all other batters;
- must be worn by wicketkeepers at all times when keeping up to the stumps;
- must be worn by fielders at all times when fielding in in front of the striker's stumps in a position closer than seven (7) metres from the batter's position on the popping crease.
- helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

6.4 The bowler may position their hat directly behind the bowler's end umpire. The ball remains in play if it hits a hat in this position.

7 Match Ball

7.1 Each team shall produce a new match ball, or one approved of by the opposing captain, to be played with during the other team's innings. Balls are to be approved quality 'Sponsor' brand balls. Four (4) piece balls are to be used on turf wickets and two (2) piece balls are to be used on synthetic wickets.

8 Umpires

8.1 The Umpires will be appointed by the Far North Coast Cricket Umpires and Scorers Association (FNCCU&SA), and will be paid the amount agreed upon in discussions with the FNCCU&SA;

8.2 The umpire(s) and both Captains shall meet briefly at the conclusion of the match to discuss the match.

8.3 Where an official umpire is appointed to a FNCCC 1st or 2nd Grade match, excluding T20s, they will be responsible for allocating 3-2-1 points towards the Best & Fairest Player of the Year. This will include all preliminary round matches (ie. not semi-finals or the final). Results to be emailed to the FNCUSA Secretary by 5:00pm Monday following the completion of the match by the umpires.

8.4 Spirit of Cricket:

The FNCCC will present an award to the 1st and 2nd Grade team that is judged to have best upheld the Spirit of Cricket. Each team's performance (including finals, T20 and one day matches) contributes to the overall score. The *average* scores across the season determine the winner.

Guidelines for Assessing Teams – General Criteria

- Captains' taking responsibility for their players' behaviour, as required by the Laws of Cricket.
- Each teams' adherence to the principles of the Spirit of Cricket including respect for team-mates, opponents and the umpires' role.
- Acceptance of umpires' decisions.

Points per Match for Spirit of Cricket award

At the end of each match, officiating umpires will jointly award points to each team. If no officiating umpires are present, no points are allocated (also with washouts).

10 points: (must give examples of such behaviour) Exceptional - epitomised game's true spirit, even ahead of own team's fortunes. Examples include (but not limited to) batsman called back on a doubtful decision & fielders advising the umpires that they did not catch the ball, no frivolous appeals by any bowler, no player dissent at all throughout entire match, no fooling around, taking the game of cricket seriously.

8-9 points: Played in excellent spirit for entire match. Examples include - players acknowledged the achievements & performances of the opposing team members, appeals only made when the fielding side genuinely believed the batsman was out, umpires' role was respected throughout, players apologised for accidental collisions & frivolous appeals etc.

6-7 points: Played in good spirit for entire match. Generally, no disrespect or spite displayed by any players or directed at the umpires, no disputing of decisions.

3-5 points: Uncompromising with no major incidents. Some players were spoken to by the umpires for the use of crude language or sledging of opponents; captains took action to rectify, some mild dissent shown at an umpire's decision.

1-2 points: Created an antagonistic atmosphere, with some unacceptable behaviour. Umpires were required to intervene on several occasions, captain unable to control his team; no respect shown for the opposing team or the game's traditional values.

Minus 1: If a player is placed on report during a match for a code of conduct matter, the team will automatically receive a score of minus 1 for that match irrespective of the behaviour of other players throughout the match.

9 Forfeits

9.1 Any Club which is required to forfeit a match must forfeit the lowest grade participating in a competition under the auspices of the FNCCC by that Club. Clubs which forfeit a higher grade, in breach of this by-law, will forfeit all points for the forfeited grade and lower grades for the round in which such forfeit occurs.

9.2 In the event of a team forfeiting and not giving notice by 10.00am on match day to the Committee of Management, shall pay all fees which are incurred and may be liable to a fine as determined by the Committee of Management.

10 Protests

10.1 Any or all protests in relation to the result of a match must be made in writing (or e-mail) to the Competition Coordinator within two (2) days of the completion of the day's play or match, whichever comes first.

11 Bowling Injury Prevention

11.1 No medium pace or fast bowler 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.

AGE AT 31 AUGUST	MAX OVERS SPELL	MAX OVERS DAY
Under 19	6	18
Under 18	6	18
Under 17	6	16
Under 16	6	16
Under 15	5	12
Under 14	5	12
Under 13	4	8

11.2 The minimum rest period between spells for medium and fast bowlers will be at least the same number of overs bowled from the same end as the bowler's immediately concluded spell.

11.3 The restriction limits for Underage Bowlers shall include all overs bowled by that bowler in any junior competition match played that day. The bowlers age as at August 31 will determine their bowling restriction conditions for the duration of the season.

In the event of an underage bowler exceeding the respective limits listed above, the offending team shall lose any points gained in the match. The Committee of Management may take action under this rule either by way of protest from a Club, or by its own initiative.

11.4 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.

12 Results

12.1 The home team must do live online scoring, unless there are exceptional circumstances.

12.2 Each captain/team/Club is responsible to ensure that online scoring entries are completed and checked as correct and then confirmed at the conclusion of the game. The result is to be advised to the Umpire/s who will confirm the result of the match with both captains.

12.3 In the event of no live scoring, the umpires will refer to the ‘bowling’ segment of the score sheet to determine the correct scores.

12.4 Each captain/team/Club is responsible to ensure that results and player scores are entered on PlayHQ by 9pm on the Tuesday following completion of the match. If a team is unable to make an entry, the Competition Coordinator must be notified before the allotted time.

12.5 Any discrepancies found with the minor premiership point score should be reported to the Competition Coordinator/ Committee of Management.

13 Competition Points

The following points will be awarded:

Outright win	12
Outright win (after trailing on first innings)	7
First innings win (1 and 2 day matches)	7
Tie (after both teams complete 2 innings)	6
Outright loss (after leading on first innings)	5
Tie on first innings (1 and 2 day matches)	4
Draw (when no time lost due to weather, bad light or pitch conditions)						2
Draw (when affected due to weather, bad light or pitch conditions)						4
First innings loss (1 or 2 day matches)	1
First innings and Outright loss.....	0
Bye (when full number rounds)	0
Bye (when uneven number of rounds)						7
For T20 matches refer to Playing Conditions						

For rain affected matches the target scores and allocated overs are as per the DLS calculations in PlayHQ.

14 Lightning

14.1 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 that is followed by thunder within 40 seconds.

14.2 Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers. However, no person may remain or enter, the field of play in the event a Lightning Flash is followed by Thunder 30 seconds later and shall remain off the field of play for the duration of the period of play is suspended under this playing condition.

15 Heat Policy

15.1 In games played in high temperatures, NSW Country Cricket’s Extreme Heat Policy shall be observed:

<https://resources.cricket-nsw./CNSW-Heat-Policy.pdf>

The HSRI tool can be found here: <https://cnsw.ludisanalytics.com/>

16 Alcohol

16.1 Alcohol is NOT to be consumed by any player whilst at the ground prior to the commencement of the match, or whilst the game is in progress. Incidents of this rule being broken shall be reported by the team captains, committee member or Official Umpire, to the controlling Authority, in writing, within 48 hours of the incident.

17 Smoking

17.1 Under NSW Law smoking is NOT permitted at any field where organised sport is being held.

18 Discipline and Code of Conduct

18.1 All participants in matches under the auspices of the FNCCC will be the subject of the 'Code of Conduct' applied under the By-Laws of Cricket NSW and FNCCC. [CNSW-Code-of-Conduct-Procedures-2024-25-season-final-.pdf](#) found here.

All participants and particularly captains are expected to be fully aware of the 'code of conduct' and 'The Preamble – The Spirit of Cricket', deemed to understand same, and to fully comply.

18.2 Under the partnership agreement, Cricket NSW (CNSW) will oversee all Code of Conduct and Integrity matters through its Integrity Unit. CNSW shall appoint a local Commissioner to manage all Code of Conduct issues in the FNCCC region, and CNSW will also take responsibility for any Integrity-related issues.

18.3 Umpires must submit reports of player misconduct or breaches of integrity via a designated CNSW reporting link. These reports will be received and managed by CNSW's Integrity Unit, which will handle all administrative processes, including issuing the Invitation to Respond (ITR), Notice of Charge (NOC), and coordinating any required hearings

18.4 CNSW's Integrity Unit will make all final determinations on both Code of Conduct and Integrity matters. This includes managing any hearings, with the appointed Commissioner responsible for issuing rulings. CNSW will also provide full administrative support throughout the process.

18.5 The FNCCC's Committee of Management (CoM) will continue to oversee competition-related decisions, such as player eligibility, grading, and other operational matters, but all Code of Conduct and Integrity issues will be handled solely by CNSW to ensure clarity and consistency.

18.6 Appeals related to competition matters may still be handled by the FNCCC CoM, but all decisions made by CNSW's Integrity Unit on Code of Conduct and Integrity issues will be final and binding.

19 Social Media Policy and Guidelines

The FNCCC recognizes that the internet provides unique opportunities to participate in interactive discussions and share information on particular topics using a wide variety of social media, such as Facebook, Twitter, blogs and wikis. All players and followers are encouraged to participate responsibly in these media as a means of generating interest in the local competitions, so long as all of the rules and guidelines regarding social media usage are adhered to.

Social media should never be used in a way that violates any FNCCC By-Laws including the Code of Conduct. For example, stakeholders & participants are prohibited from using social media to:

- Violate FNCCC ethics and standards of conduct.
- Defame or disparage the FNCCC or its affiliates, sponsors, players, committees, clubs, suppliers, umpires, or other stakeholders.

- Harass any other person in any way, including posting of ethnic slurs, sexist or discriminatory comments, insults or obscenity. Using a defence that another person accessed your personal account to post such a message will not be accepted.

Any stakeholder who violates FNCCC policies or guidelines will be subject to discipline as per By Law 18 (Sections 18.4, 18.5 and 18.6), and also may include suspension of their club from the competition.

PLAYING CONDITIONS

20 Playing Conditions Two Day Cricket – General Season N/A 25/26

20.1 Players - In two-day matches, in the event of a player being unavailable for either day of the match, teams are allowed to nominate “replacement players”. This is no cap to a maximum number of replacement players per match. Replacement players must be nominated on the official team sheet before the toss takes place. The replacement player/s may play a full role on their allotted day of the match. Each incoming player must be linked to an outgoing player on the team sheet. The incoming player fully inherits the role of the outgoing player, including being able to continue batting innings if the outgoing player was not out at the completion of day 1 of a match.

NB. “Replacement players” are separate to substitutes due to “representative duties” as defined in By-Laws Section 2.7.

20.2 Time - Two-day matches – a day’s play on a Saturday will commence at 1.00pm and conclude at 6.00pm, except where additional time is required to complete the minimum numbers of overs required in a day on Day 2 of a match or the minimum number of overs required in the last hour of the match.

A day’s play on a Sunday will commence at 10:00am and conclude at 3.10pm, providing the over requirements have been met.

20.3 Tea / lunch - An afternoon tea break will be taken from 3.20pm to 3.40pm. A 30-minute lunch break will be taken at 12:20pm on Sunday.

20.4 Match structure –

A minimum of 80 overs must be bowled on the first day unless the side batting first is dismissed, play is interrupted, or slow over rate occurs. If a team is dismissed or declares prior to the end of the day’s play, then play will end at the nominated time.

The team batting first must declare at the end of the first days play or after having received a maximum of 80 overs whichever comes second. If required, the team batting first may bat into the second day to receive the maximum of 80 overs. If a side bats into the second day, the overs used for that innings plus the allowance of 3 overs for any changeover of innings will count as part of the 80 overs to be bowled on Day 2. On the second day a minimum of 80 overs must be bowled, unless play is interrupted or a first innings result is achieved on Day 2.

If a first innings result is achieved on the second day, then the match shall continue should either Captain wish it to, up to 5pm (2pm on Sunday). At such time or after, either Captain may request that time be called, and the umpire will grant this request if in his or her opinion no outright result is possible. The Umpire’s decision is final. If a drinks break is taken at 4:55pm (1:55pm Sunday), this request and/or decision can be made during this break.

If an outright result is possible then 20 overs must be bowled in the last hour, less 3 overs for any change of innings. However, the game may cease at any time in the last hour if both captains agree.

20.5 New ball - A minimum of 80 overs is required to be bowled before a new ball will be taken.

20.6 Interruptions - Interruptions to play is to be calculated at 3.5 minutes per over.

20.7 Loss of 1st day - If due to weather or ground conditions during a round of two-day matches, a match is not commenced on the first day, it shall be played on the second day as a

'one day match' and played under 'one day match' conditions. Any matches commenced on the first day will continue under two-day rules.

If the toss is completed and it transpires that there is no play on the first day, then the toss will be retaken on the second day, because the conditions of the match have been altered from a two-day match to a one day match.

20.8 Wide & no-balls - Interpretation of 'wides and no-balls' will be in accordance with M.C.C. Laws.

20.9 Drinks break. Drinks breaks are to be taken on the field of play if possible.

21 Playing Conditions Two Day Cricket – Semi-finals and Final N/A 25/26

21.1 Hours of play - Hours and format of play for Semi-final and final matches will be as for the General Season 2 day matches, commencing 1 pm Saturday and 10am Sunday

21.2 Wicket preparation - during the two-day semi-finals and final, between the first- and second-days play, will be restricted to seven minutes of light rolling, sweeping and line marking. Repairs may be made to batsmen and bowling footmarks. No watering will be permitted.

21.3 Ground - The higher placed teams after the completion of the Minor Premiership rounds shall have the choice of venue for their semi-final and final matches. In semi-finals, the higher placed team will progress to the final in the case of a draw. In finals, the higher placed team will be declared Premiers in the case of a draw.

21.4 IN THE EVENT OF A REDUCTION IN TIME, THEN A 1st INNINGS RESULT IS REQUIRED BY THE LOWER PLACED TEAM TO BE NAMED PREMIERS IN THE FINAL OR WINNER OF THE SEMI-FINAL. In the eventuality of a total washout, the highest placed team is to be named winner (SEMI-FINAL) & Major Premiers (FINAL).

22 Playing Conditions One Day Cricket

22.1 Hours of Play – Matches will commence at 1pm and conclude at 6.15pm. Should any team be prevented from reaching the ground in time to commence a match, the match may be played under protest and the question of delay dealt with by the Management Committee. If the match does not commence within 30 minutes of the scheduled commencement time the match will be awarded to the team present on time.

22.2 Match Structure - All matches will consist of one innings per side with each innings limited to a maximum of 40 overs. The time allocated for each innings will be 2 hours and 30 minutes.

1st innings to be completed by 3.30pm.

15 minute break between innings

2nd innings to commence 3.45pm and be completed by 6.15pm

Any changes to playing time due to a delayed start need to be agreed to before play commences.

A minimum of 20 overs per side is needed to constitute a match.

If time is lost during the innings of the side batting first, including a delayed start, there shall be a reduction of one over per team for each 7 minutes of playing time lost. If time is lost during the innings of the team batting second, the reduction will be one over for each 3.5 minutes lost.

One day matches shall conclude when a result has been achieved.

The field is to be marked with a 30m 'circle' & the pitch is to have Wide Guidelines marked 75cm outside of the off stump.

22.3 Penalty for Slow Over Rate

If no official umpire- If the innings of the team batting first is incomplete at 3.30pm, the innings shall conclude at the completion of the over being bowled at 3.30 pm. The team batting 2nd will then receive the same number of overs as the team batting first.

With an official umpire- If an official umpire is controlling the game and 40 overs have not been bowled, play will continue until the 40 overs are completed, and runs scored will contribute to the total. The team bowling first will then only receive the number of overs they completed within the 2 hours and 30 minutes, when they bat.

If the team bowling second does not complete their allocated number of overs prior to the scheduled finish time of 6.15pm, play will continue until the required number of overs are completed, plus 6 penalty runs per over for each of the remaining overs not completed in their allotted time will be added to the batting team score.

22.4 Reduced Over matches – revised target score

If due to interruption of play the number of overs in the innings of the team batting second has to be revised to a lesser number than the team batting first, then a revised target score 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 Duckworth Lewis Stern (DLS) method PlayHQ functionality. [DLS Support Article](#)

As soon as the revised target score has been agreed by both captains, they shall inform the Umpires and scorers, and the umpires shall then resume play.

A minimum of 20 overs per side is needed to constitute a match, unless in an interrupted match involving a DLS target score, Team B passes that score or is dismissed prior to the 20 overs being bowled.

22.5 Bowling Restrictions

No Bowler shall bowl more than 8 overs in an innings. In a delayed or interrupted match where

overs are reduced, no bowler may bowl more than one-fifth of the total overs allowed, unless the number has been exceeded before the interruption.

22.6 Fielding Restrictions

During the first 10 overs a maximum 2 fielders are permitted outside a 30 metre circle. For overs 11-20 a maximum 3 fielders permitted out; and overs 21-40, a maximum 5 fielders are permitted out.

If the number of overs is reduced, the fielding restrictions will apply as follows:

36 to 39 over match = first 9/18 overs; 31 -35 overs = first 8/16 overs; 26 to 30 overs = first 7/14 overs; 21- 25 overs = first 6/12 overs; 20 overs = first 5/10 overs.

At any time throughout the match, a maximum of 5 fielders are allowed on the leg side.

Where fielding restrictions are contravened, the umpire will call and signal No Ball and a free hit awarded to the batsman on strike.

22.7 Fielder's Absence - MCC Law 24.2.2 is amended so that any player arriving late to a match is allowed to bowl as soon as they enter the field of play or may bat immediately once arriving at the ground. This only applies if they enter the field of play at their first opportunity upon arrival at the ground.

22.8 Wide ball

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if:

- 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 (since bowler begins run-up), and which also would have passed wide of the striker standing in a normal batting position.
- if the ball passes above the head height of the striker standing upright at the popping crease.

The ball will be considered 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.

A delivery passing wide of the striker on the off side of the Off Side Wide Guideline (75cm from the outside of the off stump) 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 apply a general interpretation of whether the ball is sufficiently within reach for the striker to play a normal cricket shot.

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.

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; (i) the ball passes between the striker and the stumps; (ii) 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. (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 Line on the leg side shall be a Wide.

22.9 Dangerous /Unfair Bowling - A bowler will be allowed to bowl ONE fast short-pitched delivery per over. A fast short-pitched delivery is defined as a ball, that after pitching, passes or would have passed above shoulder height of the batsman standing upright at the popping crease, *but not* above head height. The umpire is to advise the bowler when he has bowled a delivery over the shoulder. Any further short-pitched delivery over the shoulder in that over will be called a No Ball and when the ball is dead the bowler cautioned, indicating that this is a FIRST warning for the innings. If there is a second instance of the bowler being no balled for more than one fast short- pitched delivery in an over, the umpire repeats the procedure above and advises this is the FINAL warning for the innings.

Should there be any further instance by the same bowler in that innings, the umpire shall (as per Law 41.6.4): call and signal No Ball and when the ball is dead, direct the fielding side captain

to suspend the bowler immediately from bowling. 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. The bowler thus taken off shall not be allowed to bowl again in that innings.

22.10 Free Hits - (to only apply when there is an official umpire) The delivery following any No ball shall be a free hit for whichever batsman is on strike. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery, however the bowler may choose to change his mode of delivery (i.e. from over the wicket to around the wicket). The bowler's end Umpire shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22.11 Drink Breaks - A drinks break will be taken following the completion of the 20th over (or at the halfway point of an innings in an interrupted match) unless a wicket falls within that over, where a drinks break will be taken immediately. 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 proper cricket attire.

22.12 Competition Points will be awarded as per FNCCC / Association By-Laws with no bonus points to be awarded in 2024/25.

22.13 Finals Series

Semi-finals will take place between the four highest placed teams based on points scored in regular competition matches. 1 v 4 and 2 v 3. If teams finish on equal points, a quotient will be calculated to determine the four finalists as well as the two leading teams who will host the semi-finals. The quotient will be calculated as follows:

Runs Scored divided by Runs conceded
Wickets lost Wickets taken

The Final will be hosted by the highest placed team that qualifies for the final.

The Finals will be scheduled on specified dates as part of the draw at the beginning of the season. This date can only be changed if weather prevents the match from commencing on the scheduled date, and any revised date will be decided by the Committee of Management and NSW Comp Coordinator. The venue for the Finals will be the home grounds as nominated by the highest placed teams. In the event of wet weather/ground conditions, alternate venues may be used at the discretion of Committee of Management and NSW Comp Coordinator.

Semi Finals and Finals can be moved to Sunday in the event wet weather/ground etc at the discretion of Committee of Management and NSW Comp Coordinator

In event of a tie in the final, super overs will be played until a result is achieved. The following procedure will apply for a Super Over:

- Subject to the fitness of ground, weather and light, the Super Over shall commence 5 minutes after the conclusion of the match, at the same ground and using the same pitch.
- The umpires shall stand at the same end as they stood during the match.
- 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 batsmen 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 batsmen take their respective positions at each end of the

pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.

- Only nominated players in the main match may participate in the Super Over.
- Each team's over is played with the same fielding restrictions as applied for the last over in the match.
- The team batting second in the match will bat first in the Super Over.
- 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

In the event of both teams having the same score in the Super Over, a further Super Over will be played. If there is a further tie the winner will be determined by:

- the team losing the least number of wickets in the original match, or
- if the same number of wickets has been lost, the side bowling the most number of maidens.

23 Playing Conditions T20 Cricket

23.1 Match / Innings Time -

Matches will be played as per start and finish times provided by the CNSW Comp Coordinator. The innings time will be 80 minutes- four minutes per over, with an innings break of 20 minutes. The last over of the innings must commence in the 80th minute.

23.2 Match Structure -

Matches will consist of one innings per side, with each innings limited to 20 six- ball overs. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The interval between innings shall be a minimum of 10 minutes. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

The field is to be marked with a 30m 'circle' & the pitch is to have Off Side Wide Guidelines marked 75cm outside of the off stump.

23.3 Penalties shall apply for slow over rates.

If the fielding team fails to bowl the minimum number of scheduled overs in the time allocated, it will be penalised as follows-

(i) 6 penalty runs to the batting side for each over not commenced within 80 minutes of that innings' commencement. Umpires to inform the captain of the fielding side of the reason for this action.

For the purpose of determining penalties, the following time allowances shall be taken into account-

- treatment of an injured player on the field.
- player leaving the field in the event of serious injury.
- dry a wet ball.
- find or replace a lost ball.
- other circumstances that are beyond the control of the fielding side, including batsman wasting time.

If the team is dismissed before the scheduled cessation time for the innings, no over-rate penalty shall apply.

23.4 Delayed or Interrupted Matches- In the case of lost playing time:

General

(i) The calculation of the number of overs to be bowled shall be based on an average rate of four minutes per over in the remaining time available for play. If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the scheduled cessation time.

(ii) The object shall always be to rearrange the number of overs, so that both teams have the opportunity to bat for the same number of overs. Incomplete or fractions of overs are ignored.

(iii) Each team must receive a minimum of 5 overs to constitute a match.

Where the maximum number of overs to be faced by either team is reduced after a match has commenced. In such a match, the "Duckworth-Lewis-Stern" Calculator in the MyCricket Live Score App, shall be applied. Each team captain shall separately calculate the revised target score by using the "Duckworth-Lewis-Stern" Calculator" in the MyCricket Live Score App. If due to interruption of play the number of overs in the innings of the team batting second has to be revised to a lesser number than the team batting first (minimum 5 overs), then a revised

target score 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 Duckworth Lewis Stern (DLS) Calculator.

As soon as the revised target score has been agreed by both captains, they shall inform the Umpires and scorers, and the umpires shall then resume play.

23.5 Drinks - There will be no scheduled drinks breaks, however drinks can be given to players at the fall of wickets providing no time is wasted. 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 proper cricket attire as well as a substitute's vest.

23.6 Fielding Restrictions -

- (i) At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.
- (ii) For the first six overs only two (2) fieldsmen are permitted to be outside the 30 meter circle at the instance of delivery.
- (iii) For the remaining overs, only five (5) fieldsmen are permitted to be outside the 30 meter circle at the instance of delivery.
- (iv) In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions, shall be reduced proportionately in a ratio of 6:20 (30%). Fractions are to be ignored in all calculations re the number of overs. Refer to the table below:

Total Overs in Innings	No. of overs for which fielding restrictions in Clause 12 will apply
19 – 20	6
17 – 18	5
14 – 16	4
10 – 13	3
7 – 9	2
5 – 6	1

- (v) Failing to comply with any of the above fielding restrictions will result in the call of No Ball by either Umpire, resulting in a free hit.

23.7 Bowling Restrictions -

- (i) No bowler shall bowl more than four overs in an innings.
- (ii) In a delayed or interrupted match where the overs are reduced 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.
- (iii) 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.

23.8 Dangerous/Unfair Bowling -

- (i) A bowler will be allowed to bowl ONE fast short-pitched delivery per over. A fast short-pitched delivery is defined as a ball, that after pitching, passes or would have passed above shoulder height of the batsman standing upright at the popping crease, but not above head height.
- (ii) The umpire is to advise the bowler when he has bowled a delivery over the shoulder. Any further short-pitched delivery over the shoulder in that over will be called a No Ball and when the ball is dead the bowler cautioned, indicating that this is a FIRST warning for the innings.
- (iii) If there is a second instance of the bowler being no balled for more than one fast short-pitched delivery in an over, the umpire repeats the procedure above and advises this is the

FINAL warning for the innings.

(iv) Should there be any further instance by the same bowler in that innings, the umpire shall (as per Law 41.6.4): call and signal No Ball and when the ball is dead, direct the fielding side captain to suspend the bowler immediately from bowling. 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. The bowler thus taken off shall not be allowed to bowl again in that innings.

23.9 Free Hit after a No Ball -

(i) The delivery following ANY No Ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.

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

(iii) Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery. (iv) The bowler's end umpire shall signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

23.10 Wides -

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if:

- the ball passes wide of where the striker is standing or has stood at any point after the ball came into lay for that delivery (since bowler begins run-up), and which also would have passed wide of the striker standing in a normal batting position.
- if the ball passes above the head height of the striker standing upright at the popping crease. The ball will be considered 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.

A delivery passing wide of the striker on the off side of the Off Side Wide Guideline (75cm from the outside of the off stump) shall be 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 apply a general interpretation of whether the ball is sufficiently within reach for the striker to play a normal cricket shot.

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.

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; (i) the ball passes between the striker and the stumps; (ii) 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. (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 Line on the leg side shall be a Wide.

23.11 Finals Series

(i) Points will be awarded as follows for preliminary matches:

Win 2 points; Tie 1 point; Draw 1 point; Loss 0 points

(ii) If teams finish on equal points, a quotient will be calculated to determine the finalists and their rankings.

(iii) The structure, date and location of the finals' series will be determined by the Committee of Management and CNSW Comp Coordinator.

(iv) In event of a tie in the final, super overs will be played until a result is achieved. The following procedure will apply for a Super Over:

- Subject to the fitness of ground, weather and light, the Super Over shall commence 5

minutes after the conclusion of the match, at the same ground and using the same pitch.

- The umpires shall stand at the same end as they stood during the match.
- 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 batsmen 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 batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.
- Only nominated players in the main match may participate in the Super Over.
- Each team's over is played with the same fielding restrictions as applied for the last over in the match.
- The team batting second in the match will bat first in the Super Over.
- 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

In the event of both teams having the same score in the Super Over, a further Super Over will be played. If there is a further tie the winner will be determined by:

- the team losing the least amount of wickets in the original match, or
- if the same number of wickets has been lost, the side bowling the most number of maidens.